October 1991 No. 116

£1.85

SU

SINCLAIR USER

For ALL Spectrum owners!

PITFIGHTER

PLAYABLE DEMO ON TAPE! The fight of your life!



ON TAPE

The Great 8 including ocean games Double Take & Mutants!

FIRST REVIEW!!

SU takes Terminator 2 apart - INSIDE!

No tape ! Don't faint like a dummy - go and tell the newsagent that there's a thief in the shop! (And then run!)

PITFIGHTER - Punchy exclusive review!

SMASH TV - Hotter than hell and here on earth!

BATTLE COMMAND - High tech tank warfare!

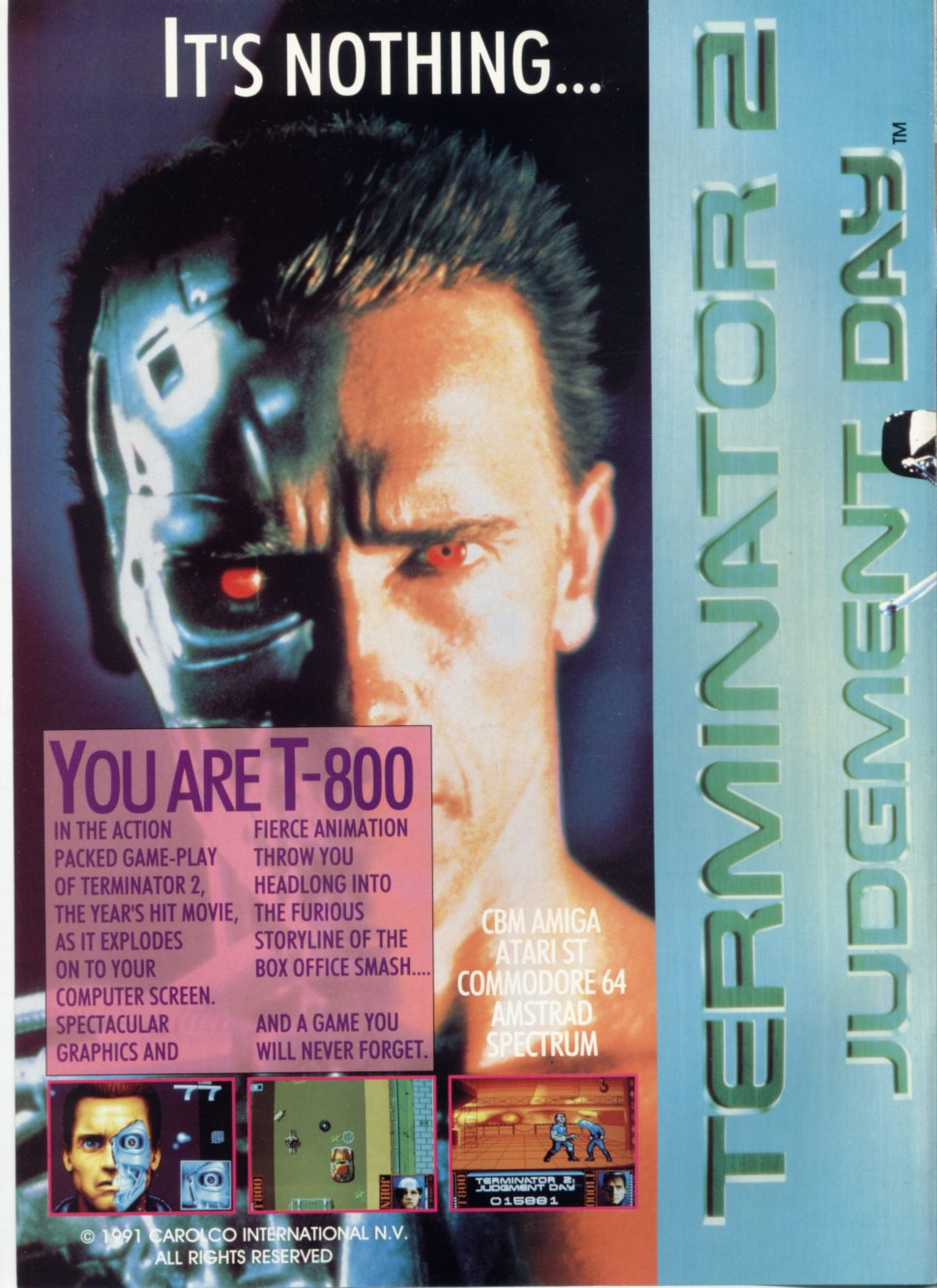
INSIDE!!!

Pit Fighter the exclusive demo, Two (count 'em) fully playable, blastin' Ocean games, Mutant and Double Take.

Plus a sound special - two D.I.Y. music programs featuring sampling and digitised pictures! A sound to light demo, Pokes and Tips Amazing

10

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IT'S NOTHING...
TERMINATOR 2
JUDGMENT DAY™
YOU ARE T-800
IN THE ACTION PACKED GAME-PLAY OF TERMINATOR 2, THE YEAR'S HIT MOVIE, AS IT EXPLODES ON TO YOUR COMPUTER SCREEN. SPECTACULAR GRAPHICS AND FIERCE ANIMATION THROW YOU HEADLONG INTO THE FURIOUS STORYLINE OF THE BOX OFFICE SMASH....
AND A GAME YOU WILL NEVER FORGET.
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COMMODORE 64
AMSTRAD
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TERMINATOR 2: JUDGMENT DAY
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TASMAN
TASMAN PRINTER INTERFACE
MADE IN ENGLAND

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DESIGN: Andrea Walker (fnak!)
DESIGN: Yvette Nicholls (wha hey!)
SOFTWARE EDITOR: Steve Keen (plop!)
SU CREW: John Cook; Pete Gerrard; Phillip Fisch: Ian Watson: Alan Dykes:
AD MANAGER: Jerry Hall (fwoar!)
AD PRODUCTION: Jo Gleissner (slurp!)
MARKETING MAN.: Mark Swan (kwak!)
MARKETING WOMEN: Sarah Ewing; Sarah Hilliard (ooohhhhhHHH!)
PUBLISHER: Graham Taylor (.......)
MANAGING DIRECTOR: Terry Pratt (zzz)

071 - 251 6222 (bring..bring!)
FAX 071- 490 1095 (beep...beep)
SU. Priory Court. 30-32 Farringdon Lane. London. EC1R 3AU

contents

SOFTWARE

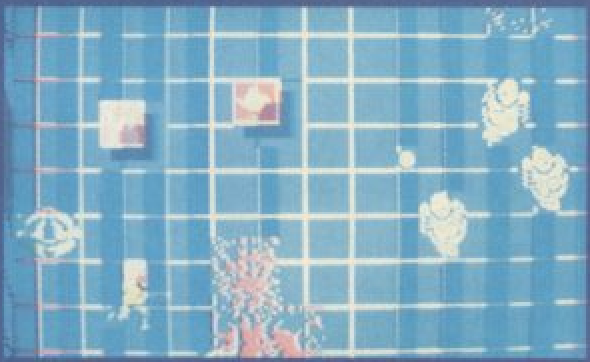
GREAT EIGHT 4

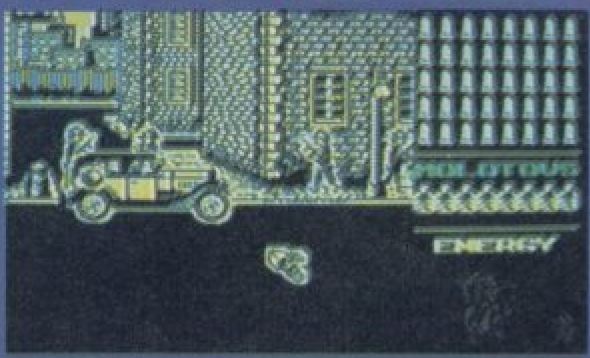
Britain's biggest tape with no less than 8 brain bustin' bit of entertainment software including OCEAN'S **MUTANT and DOUBLE TAKE,** and not fogetting the amazing **PITFIGHTER DEMO,** a host of sound sample programs of your favourite tunes and load-in cheats in **TIPS AMAZING** and Captain Poke's very own **LOAD IN POKES!**



SAM PAGE 37

All that's glitters is not gold but Escape from the Planet of the Robot Monsters is worth a King's ransom.





UPFRONT 8

Our new section brings you all the news of what's happening at the moment in the Spectrum World, including all the latest previews of games yet to come including Mirrorsoft's TURTLES 2, THE SIMPSONS and

HACK SQUAD17

A whole host of tips to complement the thirty odd tips, hints and poles on the THE GREAT EIGHT this month plus a full solution to LORDS of CHAOS.

TECH NICHE 21

Oo-er what's this? Well it's our new technical section. This month we're looking at programs that allow you to add text onto your own home videos. to say that it's a mountain of use to us video crazed arcade addicts.

SORCERESS 25

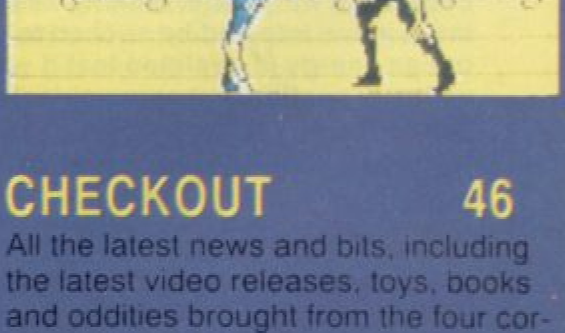
All adventurers stop here. Heal your wounds, sharpen your weapons and recover your spell points. The Sorceress knows all and is here to help.

WIN £'s of GAMES 31

Do you want to win £100's worth of software? Of course you do, so don't tarry, just get your pen out!!

COIN OPS 32

Where does Captain Cook dig all this dirt up? We don't know either , suffice



CHECKOUT 46

All the latest news and bits, including the latest video releases, toys, books and oddities brought from the four corners of the earth by our very own Steve Keen.

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 I hope that all of you who've been on holiday had a brill time. The SU Crew are all off for a spot of summer fun next month so we'll be printing pictures of us down in the dunes. If anyone out there wants to send in a snapshot of them on holiday then we'll print it in the mag. See you all next month!

THE GRE

PIT FIGHTER PLAYABLE DEMO

Pit Fighter MUST be loaded in 128k mode.

They said that it just couldn't be done. A playable cover demo of Domark's pixel punch-up, no chance! But after months of negotiation S.U. are proud to present Pit Fighter - The Demo! Exclusively for our readers to sink their teeth into.

Controls - with fire pressed:

Up - Jump
Up Left - Special Move
Up Right - Jump Kick
Left - Defend
Right - Punch
Bottom Left - Pick Up
Bottom Right - Kick
Down - Duck

Without Fire Pressed:

Up - Move Up
Up Left - Move Up/Left
Up Right - Move Up/Right
Left - Move Left
Right - Move
Right Bottom Left - Move Down/
Left Bottom - Move Down/Right
Down - Move Down

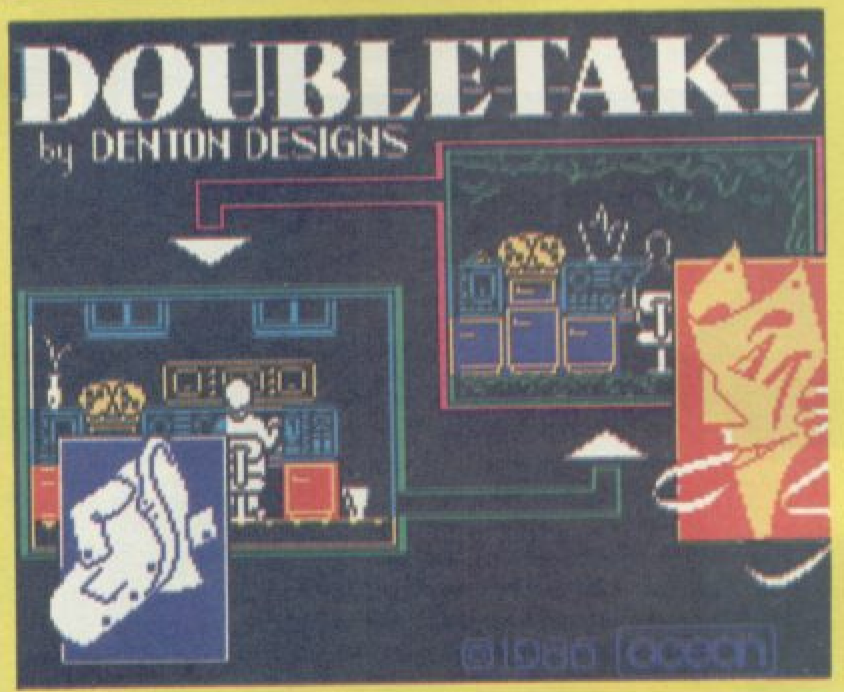


DOUBLE TAKE

If this plot sounds a little crazy to you you'd be right! Taking the role of a scientists coat (!!!) you have to travel around your artificial world collecting the objects that will transform your master into his former self. Each room contains a warp gate, looking like a whirl pool, that you must move into and be sucked to the next location. Watch out as energy is depleted fast if you come into contact with any nasties, but some objects can replace it.

Controls

Keys are redefinable. Joystick control. Press fire and down to enter warp gate.



MUTANT

Take control of a superior space ship and destroy the infesting bacterial gunge! Select your main ship at the beginning and then a specific weapon. Start to destroy the bacteria, but pay close attention, if you have chosen the wrong weapon it's curtains for you! Go back and select another.

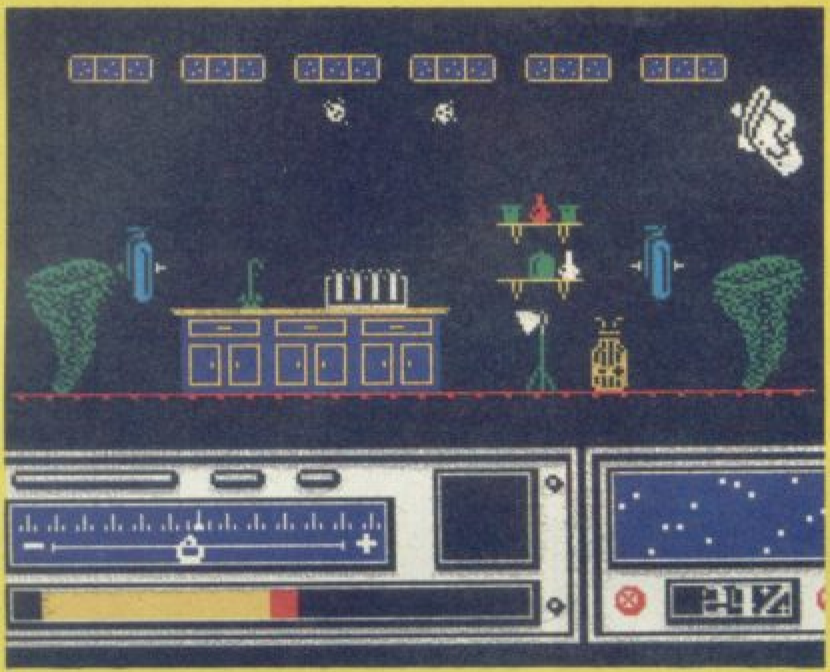
Controls

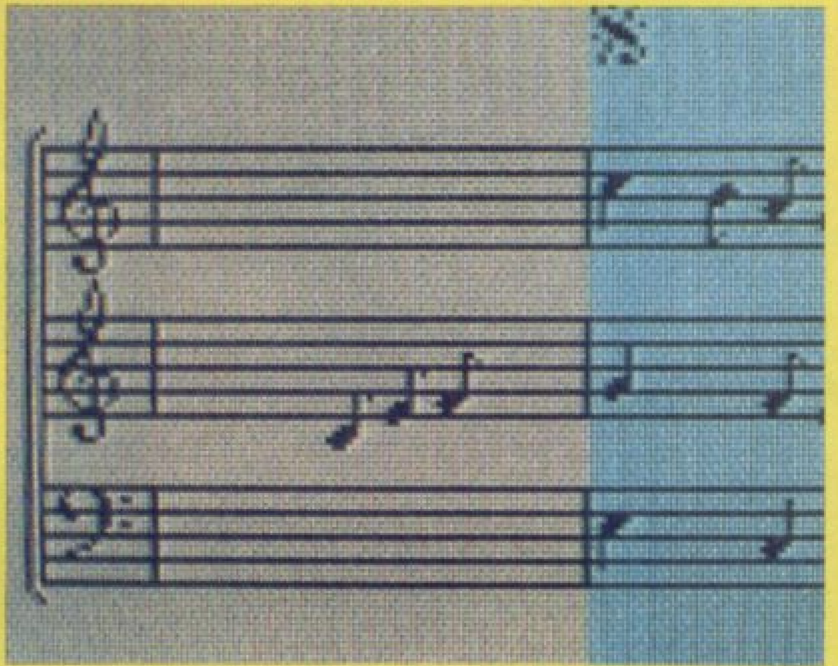
Keys are redefinable. However do not redefine Space Bar as this is the game's pause button. All joystick systems are compatible.



MUTANT

AT EIGHT







SOUND TO LIGHT 10

This amazing music sim is for 128k users only. Load up and press Enter for the scrolling message. Choose the piece you want and press Enter again. When you have done this you will be presented with all the music routines available, over 2hrs of them. All the tunes come from famous games such as Operation Wolf, Rambo and Pacmania. There's something for everyone.

Controls

Q - Up and A - Down

MUSAK 1 + 2

Again this is for 128k users only. When loaded chose 1, 2 or 3. The program provides you with remixes of fabulous chart hits. Especially bodacious is the rendition of Aerosmiths Love in an Elevator! If S.U. readers like this program it's creator will produce a similar demo allowing you to make your own tunes. Wembely Stadium here we come!

TIPS AMAZING

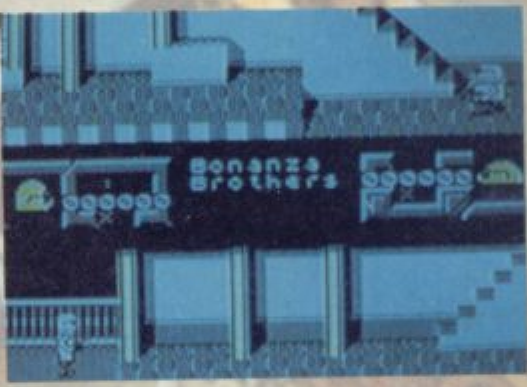
Just follow the on screen instructions and you can enjoy the benefits of such amazing tips as Mr. Heli, Carrier Command, Night Shift, Licensed to Kill, Silkworm, Footballer of The Year 2, Ghouls And Ghosts and Batman plus loads loads more!

POKES

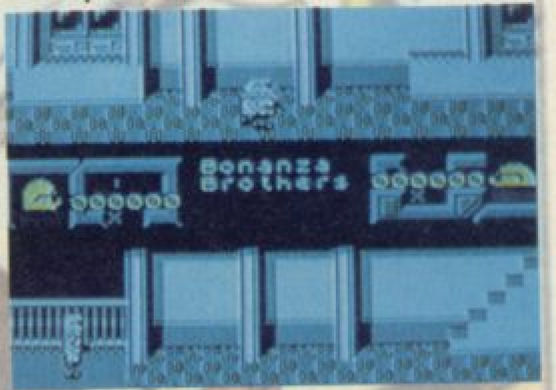
To use these pokes you must load in the pokes program and then select the game you want to cheat on and then load the game in the normal manner. Happy Poking (ooo-er!).

UPFRONT

BONANZA BROS



US Gold are warming up for the festive period with a number of releases as reported in last months SU. Their strange game involving two stealthy thieving brothers, Mobo and Robo Bonanza, has now been given a more definite release date of November. The game sees you taking the role of the two rascals who have been hired by a mysterious face that appears on their TV screen. The mans businesses are being robbed and the two reformed burglars are hired to test out his security systems avoiding traps and guards and collecting evidence of their success on the way.



DA NEWS IN FULL FROM OUR ROVIN' REPORTER STEVE "IN LIKE FLYNN" KEEN.

INDIANA JONES

US Gold's planed release of Indiana Jones and The Fate of Atlantis will be one of Christmas's hottest awaited releases, not least of all because their will not be a film version!

The game's creator, Hal Barwood, directed Close Encounters of the third Kind and has put a great deal of research into the product. "Much of the ancient city is derived from a combination of fact and hypothesis", he says.

The five stages and sub levels are set in different locations ranging from a Casino in Monte Carlo to a Nazi Submarine. You, as Indy or side kick Sophia Hapgood, are involved in a search for the lost city of Atlantis. Switching control between the two characters, you have to utilize their different skills of combat and puzzle solving to unravel the clues that will lead you to the lost city.

All the locations are multi dimensional so you can explore height and depth as well as having the ability to look down from one floor to another below. Change the view of the camera to get a better viewpoint!

Music Writer™



Music programs abound this month and have been coming into the SU office from all quarters. One of the best is Music Writer, a high quality, on screen fully compositional music package. One of the problems face by users of the original software was the lack of any Midi facility and the inability of the program to let you use the music independently of it. This problem has now been overcome by the introduction of the COMPILER.XTN at 4 and the MIDI.XTN at 10.50. Further information about composing on the Speccy can be obtained direct from G.Rowland, P.O. Box 49, Dagenham, RM9 5NY.

AROUND THE PLANET

To coincide with the release of the Captain Planet videos the man himself will be on tour around the country from 27th August for two weeks. Everyone is invited to meet the Captain and his road crew at any of the following venues, for pictures, autographs, goodies or just a chat:



TURTLES





Bodacious news for Turtles fans as Christmas will also see the release of Turtles 2 - The Coin Op Game. That's right this is the one all Turtle fans have been waiting for and it's finally hitting the streets. Owing to the huge euphoria surrounding the first film there wasn't enough time to get out the arcade game that was doing the rounds then so TMHT was released to quench the thirst for those lean mean green heroes until a faithful conversion of the coin-op could be negotiated.

Imageworks are doing the honors again and there's no reason why this superior product shouldn't break all records. Already looking extremely impressive on the Speccy the all action beat 'em up is set in New York with the player choosing his favourite "Hero in a Half Shell" to rescue April O'Neil from a burning building. Facing off with BeBop and Rocksteady, the guy's also have to rescue the kidnaped Splinter and defeat Shredder in a show down at the Technodrome. Phew! All this and the film to watch as well. Cowabunga!

SAM COUPE

Due to the decreasing cost of production coupled with the latest renewed interest in the SAM COUPE, SAMCO Britain's main distributor of the machine, have decided to now strap on another 256K of memory to their basic SAM package, providing a whopping great half a Megabyte standard machine for all new buyers. But wait, not content with this SAMCO have also reduced the cost of the entire SAM package - so now you get a 512K SAM COUPE, with bundled software including the mouse driven Flash art package, a game and several demos all for the amazing cost of 199 (or less!)

DIZZY HEIGHTS!

Readers might like to know that classic computer romp Treasure Island Dizzy on the Spectrum hit the magic 100,000 unit mark on the 25th June this year! Since it's release in January 89 the game has hardly stayed out of the top 40 and at the above date was still at 27 and in it's 122nd chart week! Not only is this a great achievement in the computer gaming market by Code Masters, but it clearly indicates the still strong market for quality Speccy games. Well done Codies!



Glasgow/Edinburgh	27/08/91
Newcastle	28/08/91
Leeds/Keighly	29/08/91
Sheffield	30/08/91
Manchester/Macclesfield/Leigh	31/08/91
Derby/Nottingham	02/09/91
Birmingham/Castle Bromwich/Redditch	
03/09/91 Cardiff/Bristol	04/09/91
Early/Reading	05/09/91
London/Wickford	06/09/91
Luton/Ruislip/Hemel Hempstead	07/09/91



SU CREW

Garth Sumpter



Less of a man and more of a mystery. Our roving editor's private life is shrouded in a cloak of darkness that's blacker than jet. Where does he go? What does he do? And when he does it can he remember why he did it? We think not. Having to work with the man whose legendary attention span is shorter than an ants is dread. Don't believe us? Next time you go on a picnic don't be too suprised if you suddently find a colony of Garth's legging it off with your jam and banana sandwiches.

Steve Keen



Steve Keen is not well known as a man but is highly noted as a pair of trousers with a hormonal problem. Always a bit of lad, he first eloped with his nursey nurse at the tender age of fourteen and only returned home when his mother threatened to burn his back copies of Kerrang! Known as the nomad of rock, Steve trousers can often be found at three in morning staggering home under their own steam muttering something about female Spanish taxi drivers. Steve Keen is 23, he loves children and his ambition is to help animals (and female Spanish taxi drivers.)

Andrea Walker



What can be said about this woman that hasn't been taken down and used in evidence? Known as the Arty One by us mere mortals on the mag, Andrea has the reputation for short, sharp, shocks. Normally she achieves this by connecting copper electrodes to Garth's happy sack and then plugging him into the national grid. On holiday at the time of writing, we've got a suprise present with which to welcome her back to the fold. The SU office has moved...

Yvette Nicholls



Miss New Zealand ("I am NOT an Australian!) has been keeping herslef to herself lately. Mainly because Steve has superglued her to her drawing board. When she eventually tears herself away from her work (tee hee!), Yvette finds relaxation and peace settling down with a bottle of wine and her pet donkey Old Faithful. Old Faithful is 104, smelly, incontinent and finds it impossible to stay awake for more that 20 minutes at a time. Yvette says it's like a Garth of your very own.....

Jerry Hall



It's completely amazing isn't it, our sylph like and beautiful Jerry Hall gave up the high life with Mick Jagger in order to take over the reins as SU Advertising Supreamo month's ago and the first time we get enough space to put a photograph of her in, that jealous old Yvette has gone and substituted it for this picture of a dilapidated old croc who we once found asleep on the office doorstep. All we can say is that we'll get a proper picture of Jerry to you soon...

REVIEW

TERMINAT

He feels no pity, no pain, no fear, he's a remorseless killing machine, and it's nothing personal - so why does the Arnie character in Terminator 2 seem to spend most of his time involved in lame bouts of fisticuffs?



It's not only us mortals who need a helping hand. Arnie needs a m



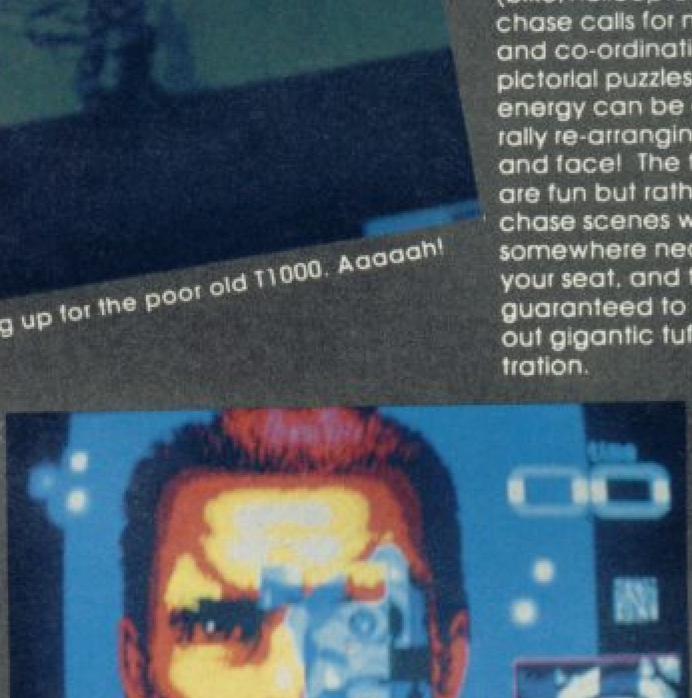

Things are definately hotting up for the poor old T1000. Aaaaah!

There are seven levels in all, three where T101 and T1000 (you and him respectively) do their best to punch, kick, knee and headbutt each other into submission, two where a frantic car (bike/helicopter/lorry etc) chase calls for masses of grit and co-ordination, and two pictorial puzzles where extra energy can be gained by literally re-arranging Arnie's arm and face! The fight sections are fun but rather limited, the chase scenes will have you somewhere near the edge of your seat, and the puzzles are guaranteed to make you rip out gigantic tufts of hair in frustration.

It's a nice rag bag of styles and stimuli, and generally what makes T2 such a success is the sheer variety of what's on offer. Each section may not be mindblowingly exciting, but lumped together they provide a challenge that's constantly got a trick up its sleeve. Enjoyable, but...it could have been better. Welcome to Judgment Day.



Garth:
Big characters good graphics as a result of a clever use of monochrome with a couple of added colour areas. One that's certainly for all Arnie fans although I find the puzzle sections for extra energy a little



God! Garth in the morning? I don't know who is worse.



SU SILVER

Scores

GRAPHICS	90
SOUND	73
PLAYABILITY	85
LASTABILITY	78
OVERALL	84%

Ian Watson

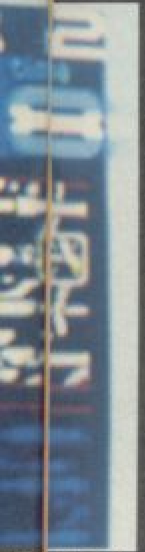
Terrific Terminator 2 is totally the tops for tension and takes this tomes title for tenacity!

The phrase "Terminator Two" is a prime example of what's known as alliteration. Other such exciting grammatical forms include assonance, and erm.. tons of others probably. And they say reading SU isn't educational!

Pah! Arnie may play a born again merciless cyborg assassin in the smash movie Terminator 2, but his tin pot character is by no means the first robot to appear on the silver screen. That accolade belongs to Robbie, the nuts and bolts manservant star of cult feature Forbidden Planet. Other movie robots include, C3PO and R2D2 (Star Wars), Tweeky (Buck Rogers) and practically the entire cast of Blade Runner. Do sheep dream of electric androids? Maybe not...

Did you know that both the film and the game Terminator 2 were nearly never made because Arnie had originally planned to spend the whole of 1991 learning Yugoslavian. Happily for us though the film's director was a fluent speaker and managed to combine making the feature with rudimentary grammar lessons. Did you know that? Well, I'd be surprised if you did, because we've just made the whole thing up!

TOR 2



a new hand



FILM FAX

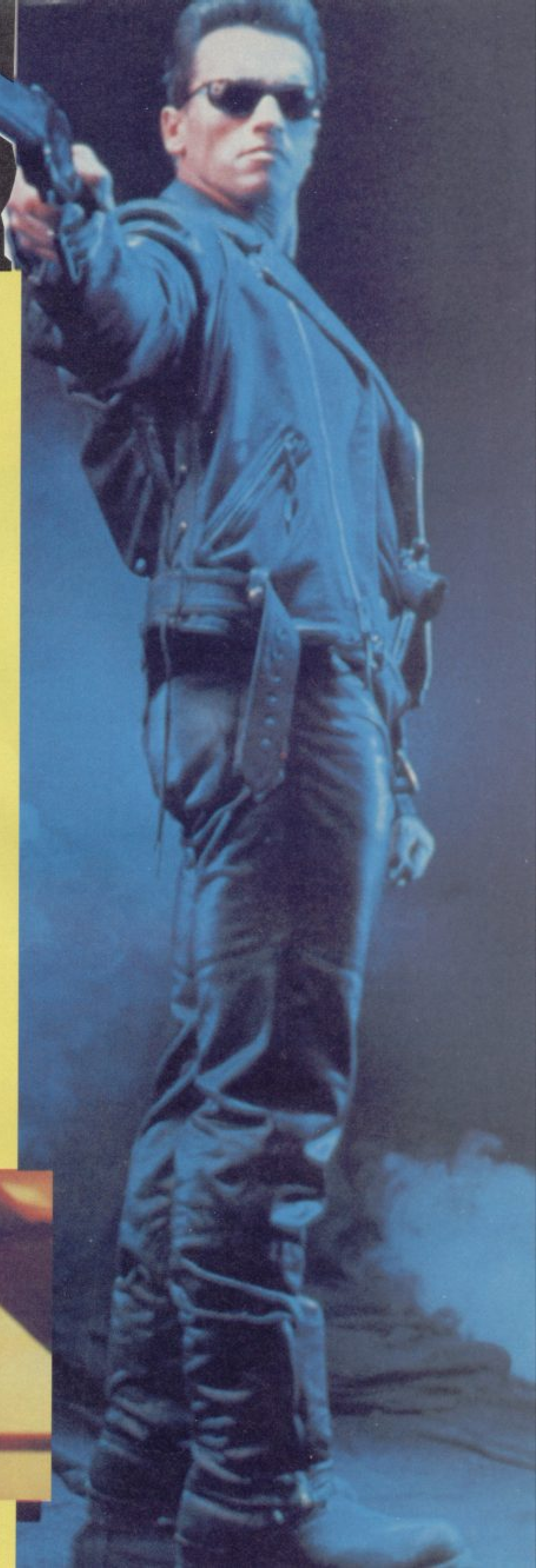
Terminator 2 is breaking all box-office records, but it also broke a record before it was even released being the most expensive film ever made ($100 million) with the highest payment ever made to a staring actor ($12 million plus a share of the profits!).

James Cameron, the director, got a reputation for extreme extravagance enforced by one occasion when he wanted a truck coming from the right hand side of the screen and it was filmed from the left. The shot couldn't be retaken so the film was flipped over and the driver and road signs erased and redrawn by computer so that they were both the right way round.

Although Arnold hates sequels and would not do one for any of his other films he wouldn't rule out a Terminator 3! Schwarzenegger is giving his acting career a break and has just directed an episode of Tales from The Crypt.

When finishing filming on Terminator Cameron concluded that they had made a pretty good film, but had no idea that it would be the success it has been.







TELL IT TO GARTH

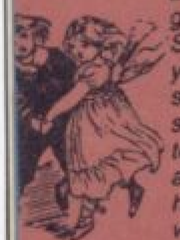
Want to talk to the Editor? Then write to: TELL IT TO GARTH, SU, Priory Court, Farringdon Lane, London EC1R 3AU. You could win £50 of software for Star Letter!

SUPREME SACRIFICE

Dear Garth (Extra Supreme Being), Please help me. My husband has an Atari St and we both love the game Supremacy. Recently I bought the best computer going - a Spectrum and my husband won't let me play Supremacy anymore and he says that Spectrums stink. I can't get Supremacy from shops near me so in desperation I wrote to you being a Supreme Being. Please, please help me to prove that Supremacy is even better on the Spectrum than on the Atari and that all Spectrum users are superior Beings.

Leigh-Ann Lomax, Maidstone, Kent

- *I'd like to Leigh-Ann but unfortunately Supremacy, (which is a great game), is actually not going to be available on the Spectrum. Life's really smacks you very hard on the legs sometimes and leaves you sore as Hell. You'll just have to make the supreme sacrifice and be very nice to your hubby so that he'll let you play with his machine.*



GARGOYLE GONE?

Could you tell me if Gargoyle Games/FTL are still in business, and if so do you have any idea what they are working on at the moment? Also I am writing my college thesis on games software and I had planned to include a chapter on software censorship (or the lack of it). The trouble is that I have not heard of any game coming before the British Board of Censors since CRL's "Dracula" at the beginning of 87. Do you know of any other cases of software censorship?

Matthew Ablott, 16 Westcliffe St.,Lincoln, LNI 3TZ

- *Strange you should ask but I spoke to Garoyle only just the other day (or should I say Greg Follis and Ted Heathcote) and they are still programming away like crazy... producing business software. Shazbat! Who'd have thought that those pair would've got proper jobs!!*

MAJOR MIX-UP

Just a quick line or two. Your Megatapes are good and give your readers the chance to obtain games that they have missed. Anyway, could you please put Olympic Games Sim and Squash The Hedgehog on the tape? It's by Tom Fay and he was promised his game on the tape in the November issue 80! Where is it! He won the worst game in the world compo. I've been waiting patiently, but you promised it would be on the first tape available! Well if you're stuck! (Um!) Well if you don't have room can we buy it direct off you! P.S. Ring 0839 500812 for a good cause. It supports the Spectrum Megatapes!

Ronnie Dowse, Scunthorpe, South Humberside

- *Ronnie. You're a completely daft sod and probably slower than a tortoise crossing a minefield. Tom was promised his game in issue 80 - but issue 80 of Your Sinclair. Why don't you write to the loverly Andy 'Inspiral Carpet' Ide and ask him?*



HAROLD MOVES, - HAROLD LIVES!

Dear Garth, After buying issue No 111 (May 91) I found that my copy of the Ten pack would not load. So I decided to return it. I put my tape in the envelope and sent it off to Uncle Harold's Sick Tape Hospital, Spool Duplication, Unit 30, Deeside Industrial Park, Clywd, CH5 2NU. The very next issue I bought the address had changed and now read 1st Avenue. Why did Uncle Harold move without warning? What has become of my tape? So please could you ask Uncle where my Ten Pack is?
P.S. I have been reading S.U. from Jan. and this is my only complaint.

Paul Taylor, Bury, Lancs, BL0 9YS

- *Yes, poor uncle. It's a bit of a shame for him y'know what with having to process the half a dozen returns that we get. I don't know why he's even got the job! But anyway, I've rapped him firmly across his arthritic knuckles, and have popped a new tape in the post to you. Okay?*

CROSSED LINES

This is a very controversial letter, please read it, I think it will help many other readers. I played on an 0836 number (34p/45p per minute) and won a large cash prize. Very substantial. When it came for me at last to end I answered a question correct and said YES to stop playing. It then made me pay out 40p to listen to a money noise (which meant I'd won), 40p more for music (to congratulate me), 30p telling me how much I'd won and then I was asked if I wanted to stop playing, I replied YES. The person then said "You have only won Xp are you sure you want to stop playing?" and continued to babble on, I screamed YEEESSS! But he kept talking and I put another pound in, but he still kept talking so I put in my last pound coin in the hope he'd shut his mouth, but he just said "Go on, carry on, it's fun!" and no matter how I tried I couldn't get my winnings! So be warned some numbers are rip-offs! So don't bother playing for big cash prizes, ring 0839 500812 (S.U. Hot Line) at least you get a game and hints for under a quid! I know that 0898 companies spend a lot of cash on adds and help keep mags on the streets, but couldn't you weed out the rubbish with a review of the best ones like you used to in Precinct 19. Bring back the precinct and we'll all be happier!

Ronnie Dowse (Again!), South Humberside, DN17 1SU

- *You're really sending in some letters Ronnie but you do make a valid point. Some 0898 actually are a severe rip - they have to get their money back from national advertising campaigns. Luckily it costs nothing to advertise our lines so that most calls cost less than a quid. But we'll be looking at some of the rip off lines in a later issue.*



Remember kids 0898 numbers can seriously damage your wealth!

WHINGE, GRIPE, MOAN

Greetings stuble face! I am going to make a few moans so stand back:
(1) Who does your new art work (it's naff)? Go back to the old ones and the cartoon strip.
(2) Your magazine is getting smaller (I understand why), but why not make your reviews longer to make up for this.
(3) Lately your playable demos have been awful (Viz for example). Now for some good points.
(1) Your mag (despite the moans) is still cool.
(2) Your reviews are always spot on (except Chris's they're naff).
(3) Keep up the Great Eight (Not the 12 Pack).
P.S. My top five games are ROBOCOP 2 96%, ROBOCOP 95%, EXOLON 94%, ROLLING THUNDER 93% and GARFIELD 93%.

Kevin Turrell, Portsmouth, Hants, PO8 9LY

- *Well, Mr Turrel, thanks for the comments. I thought the playable Viz demo was quite hard at the begining but after playing with the stick for a while it soon gets very easy.*

I DO, I DO, I DO, I DO...

Dear Garth, I am trying to get hold of a game called Mr Do or Mr Dig. With it being a fairly old game the shops around Barnsley don't have it in stock. So could you give me details on where I could get a copy? I would be grateful if you could help me. By the way I am a proud 128k owner.

Antony Phillips, South Yorkshire, S71 5JA



MUSIC TO MY EARS

I always look forward to buying your magazine S.U. each month and have especially enjoyed your recent music programs, I hope there are many more in the future. However I am hoping someone out there can help me as I recently bought my Spectrum +2 second hand and it came without the manual. Is there anybody out there who has one they can spare or swap for games then please write to me, thanks.

Patrick Devlin, 44 Norglen Crescent, Belfast, BT11 8DJ, Northern Ireland

- *Wow! It's kinda spooky that between the time that we received this letter and produced the Great Eight, we just managed to find a music demo program with more demos on than you can get beans on a slice of toast. Check it out!*

SUCK UP FOR SOFTWARE



SLIPPED DISCS

As a +3 owner I get slightly frustrated when your superb free tapes don't load (usually due to my crap tape recorder) even after the 10th attempt and even switching off the fridge in case it interferes. Is there any way, deep down in that massive heart of yours, that you could send me a disc version of some of your magnificent games. Or maybe a program that would allow me to transfer the many tapes of yours onto my own discs. I really think you give us +3 owners a rough time, but we support your mag as much as +2ers. Please help, I could always send you a disc for the games!

Shaun Hollett, Lincoln, LN5 9TZ

- *There's a bit of a problem here as there are devices such as the Multiface 3, that allow you to do just that but it can also be used for piracy, (Avast me hearties!) but we'll see if we can't in the future include a utility that will allow you to transfer the SU tape onto disk...*



CAR CARE

Lets talk Cavaliers. I'll give you some specs on mine... X reg. 1600 GL Saloon, metallic dove blue (soon to be black), 120 mph on a good day (not that I've ever been that fast Contstable hem, hem!). Coming soon to a Cav. near me; Aero 1 Spoiler, SR: Front Spoiler, CD: Spoke Wheels and Black Tinted Windows. tell us about the Garth Mobile, you know the one with blocks on the pedals so that you can reach them. Ho ho. P.S. There's nothing poxy in driving a Vauxy!

Ian West, Herefordshire, HR6 8PH

- *Okay Ian, forget talking cars, let's talk Garthmobiles... Based on a Vauxhall Cavalier Saloon 1.8 SRi, we have a factory top speed of 115 mph (so I'd get the speedo checked on your humble 1.6 if I were you... 120mph - fah!) It's all very nice spending lots of money on police attracting extras but why not spend it on the engine, suspension and brakes? Here's what the Garthmobile has (tastefully) tucked under the tacky looking bodywork: Gas flowed heads and rebore to 1.9 litres and Ka manato cams. And most importantly, a customised EPROM put into the Jetronic injector computer which delivers an extra 14bhp. New top speed about 125 on the flat (the speedo registers almost 140 but we all know about speedos don't we. Don't you?*



POKE PUZZLE

Dear Garth, I'm still puzzled about POKES. How do you get them to work? I've read your comments in the letters section (Aug ish.), but I'm still at a loss. "Just load them in on BASIC then load the program", you say; this is easier said than done. The POKE for infinite lives on HATE is 53246,14 please, please could you show me (and many others) EXACTLY what is required or I shall go mad with frustration i.e. in BASIC. So be kind and let all us "Green" Speccy users in on the big secret before we all go mad!

J. Harlow, Melksham, Wilts, SNI2 6BE

- *There's always some confusion with POKES so here's the Steve Keen guide to using POKES on your Spectrum....*



Er we.. guys, it's like this. To put a POKE into a game so that you can cheat like a flamin' Australian (thank you Yvette) you must first have one of these.... a Multiface 3 or similar (and as modeled by the delectably grubby finger of Mad 'Al' Dykes). Once you have this black box of hacking ectasy, you then hit the red button on top during a game and follow the simple menus and type in your POKE. No gizmo no POKEing!! Ok?



TOP THE CHARTS...

I really love S.U. and have just subscribed, but what has happened to the Charts lately, surely one or two pages extra wouldn't cost you too much? Please bring back the charts for next month.

Neil Chaddock, Chester, CH3 7HE

- *Charts are on page 35 - we found the money in an old sock under Steve's the hippy's desk. (It's his hairspray fund!)*

OLD GAME(R)S NEVER DIE

I bought an old computer game called Rebelstar 2 a few months ago and I think it's amazing. I also found out that a sequal was produced to this game by Target Games and was called Lazer Squad. I found an old review of this game and it was supposed to be even better. I have written off to two mail order companies, but they don't stock it. Please! Please! Could you tell me where I could get the game. If you can I will be forever in your debt.

Michael Smith, Cleveland, TS7 8AD

- *More evasive than a ferret with a hangover down the front of your trousers. Blade software originally wrote the game and we can't find a current telehone number for them or their associated label Target Games.. What's that you say? I bet YS could? Well I even phoned ol' Andy Ide (the editor of that fine organ YS) and he couldn't find a number for them either. Sorry!*

STOP PRESS... The number you require is... 0480 496497 (hurrah!)

SOFTWARE STARVED

I've owned a Spectrum for several years now and during all that time I've seen thousands of games, spent ages playing them and have generally found the Spectrum to be an excellent machine. My only question is this. Why are the majority of the sparse Spectrum games available at the moment such a load of tosh.? Surely the Specrum is still the most widespread home computer in the British market? And have Ocean given up on the Spectrum after all these years they spent taking our money when the market was good?

Alan Chestèr, Water Orton, W Mlds

- *There has been a bit of a dip in new releases lately (one of the reasons why we have less pages) but there is still a thriving budget market that accounts for over 70% of Spectrum sales. Ocean actually acknowledge that they've made heaps of money from Spectrum sales in the past and will actually have loads of products ready for Christmas release..*

COINING IT IN

I have a very romantic tale to tell. Some years ago my favourite coin-op was Salamander, but no matter how I tried I could not get past one of the big guardians close to the end of the game. One day, after I had been blown up for the seventh time at the same spot, I was just about to chuck in the towel when a lovely young girl came up to the machine and asked if she could play simultaneously. As I knew Salamander backwards I stuck one more credit up and prepared to do a bit of showing off thinking that she would fall by the way side within 2 minutes. To my amazement she followed almost the same fighting pattern as me and we were doing incredibly well.

But then my sticking point came along, the guardian. I died instantly but she blew the stuffing out of it and finished the game! "I'd seen you get stuck there", she said "and thought you needed some help!". We are now married and the arcade game has long gone, but if you could send me a version it would rekindle some old memories.

Jonathan Ross, Co Channel 4, London

- *Anyone who spends all their time sticking 50 pence pieces into coin-ops, mate, doesn't need Suck Up For Software. Be gone you young fool and never darken our pages again!*

DESPERATE DARREN

Dear Garth, I am really desperate for software because my mate has hundreds of mega software and there's me with no games better than Football Manager and Mad Martha. I haven't had a full price game since I bought Elite and that's some time ago. I just can't afford any software. Guess how I saw Suck Up For Software, well I got S.U. for an only birthday present! I would be very grateful for some recent games.

Darren Wells, Newark, Notts, NG23 6PR

TRUE BLUES

I am writing to tell you that I am sad. A little while ago my mum took ill and I have to look after her. I don't get to go out to buy software and I can't even buy the mag. Can you help. I have been saving up money for software, but it is too late now so please, send me software. This is a true story (Yeeeeersse! - Ed). P.S. S.U. is great, but I have to read my friend's copy.

Iain Duthie, Dundee, Scotland, DD3 0DB

- *Whaaaaaaaat! I've never herd so much self centered winging in my life, not even from ex S.U. Crew member Matt. Save up your pennies and going BUPA for your dear old mum sake and give her a rest.*

SUCK UP FOR SOFTWARE

Continued from page 13

WELL NARCED

Dear Suck Up for Software, Recently I was playing Narc when there was a knock at the door. I went to see who it was and to my surprise and horror it was Mr. Big, the big boss man in NARC! He stole my copy of the game and tied me and my family up. When the pigs, oh sorry, nice police persons (Ahem) arrived they wouldn't believe us and they arrested my mum and dad leaving me with two screaming little parentless kids. So if you can send me a copy of NARC I can get my revenge on Mr. Big and save my family. I'm counting on YOU, S.U.

Nathan Corfield, Newport, Gwent, NP9 0FS

- *Yeah I can relate to that. I've had a brief encounter with Mr. Big myself, but that's another story. Have a piece of software and give the brats swat from us!*

FIREMAN SHAM!

Dear Suck Center, Well I must say what a pitiful bunch of readers you have, judging by their letters! Can't they think of anything more original than "My house blew up" or "My mum and dad got kidnaped" month after month. Well here's my suck and it's all true, honest! My dad's a fireman and he and his mates spend four days a week at the station and the rest of the time on call. Now sitting around a bleak fire station all day is not a lot of fun so my dad asked me if he could borrow some of my games for their station house Spectrum, "Sure" I said but like an idiot I did not realise that I would never see them again as they are so popular he keeps 'forgetting' to bring them back home. So please do me and the fire service a big favour and send us both some software.

Pat Fargh, Dilon, Derby

Now that's what I call a story, drop us a line with your full address and we'll send you 50 of spanking fire resistant software.

QUALITY SOFTWARE

Dear Garth, Hi my name is Richard Andrews and all of my so called friends are always saying how crap the Spectrum is compared to there ST's, Amiga's and IBM's because I don't have any software to show the Spectrum of at it's best. I need something that, although obviously not like the big machines, will wow them for it's presentation. This would stop them teasing me and compensate me for getting my pocket money stopped for scratching my dad's car!

Richard Andrews, Cheltenham, Glos.

- *You're obviously looking towards tough times, what with scratching the car, but fear not next months S.U. cover will feature a card expressly for that purpose and will get every reader a bargain piece of software to boot!*

CHARTS

FULL PRICE TOP 10

1	(NE)	MANCHESTER UTD EUROPE	Krisalis	£11.99
2	(1)	HERO QUEST	Gremlin	£10.99
3	(2)	DIZZY COLLECTION	Code Master	£14.99
4	(4)	TURTLES	Mirrorsoft	£12.99
5	(5)	F-16 COMBAT PILOT	Digital Int.	£14.99
6	(NE)	FOOTBALLER of the YEAR 2	Gremlin	£9.99
7	(NE)	RAINBOW COLLECTION	Ocean	£9.99
8	(8)	BIG BOX	Beau Jolly	£16.99
9	(3)	VIZ	Virgin	£9.99
10	(NE)	SUPER MONACO G.P.	US Gold	£11.23

BUDGET TOP 20

1	(1)	BUBBLE BOBBLE	Hit Squad	£3.99
2	(3)	DIZZY PANIC	Code Masters	£2.99
3	(2)	MAGIC LAND DIZZY	Code Masters	£3.99
4	(NE)	SHINOBI	Mastertronic	£3.99
5	(5)	PRO FOOTBALLER	D+H Games	£3.99
6	(4)	SLIGHTLY MAGIC	Code Masters	£3.99
7	(NE)	RENEGADE 3	Hit Squad	£3.99
8	(6)	DRAGON NINJA	Hit Squad	£3.99
9	(NE)	UNTOUCHABLES	Hit Squad	£3.99
10	(7)	QUATTRO CARTOON	Code Masters	£3.99
11	(12)	DOUBLE DRAGON	Mastertronic	£3.99
12	(9)	MULTIMIXX 1 GOLF	Kixx	£4.99
13	(11)	SPIKE IN TRANSYLVANIA	Code Masters	£3.99
14	(14)	PAPERBOY	Encore	£2.99
15	(16)	TREASURE ISLAND DIZZY	Code Masters	£3.99
16	(10)	KWIK SNAX	Code Masters	£3.99
17	(14)	CAVEMANIA	Atlantis	£3.99
18	(NE)	THE MATCH	D+H Games	£3.99
19	(NE)	SCOOBY-DOO + SCRAPPY	Hi Tec	£3.99
20	(15)	RED HEAT	Hit Squad	£3.99

GARTH'S FIVE FAVOURITE WATER SPORTS

1 JET SKI-ING - I used to be a biker (Kawasaki Z650!!) and being able to fall off a jetbike without any painful, and comestically euck skin grafts.

2 SCUBA DIVING - Diving's an exotic sport and although it's technically difficult (hooking up the right air hoses to the right nozzles) you don't have to be a world class swimmer - and I'm not!

3 WATER SKI-ING - It's just like skiing on snow, but the power boat does all the work. All you have to do is lean back and make sure that your hair looks cool.

4 FISHING - After a few hours being towed behind a boat there's nothing more relaxing than sitting at the side of a river and waiting for the fish to float to the surface (the bait I use is pure dynamite!).

5 WATER PISTOLS AT THIRTY PACES WITH STEVE! - I always win 'cos he can't stand getting his locks wet and runs off and hides behind Yvette's skirt (the baby!)

FIVE SUPERSTARS THAT YVETTE WOULDN'T DATE.

1 SEAN PENN - He's yukkier than Kylie (Hey, you leave Kylie alone, she's immensely talented and a very, very beautiful friend of mine - Steve.)

2 DON JOHNSON - He's yuk as well. (You can tell that Yvette's a designer because of her amazing abilities when it comes to the use of the English language - Ed)

3 VANILLA ICE - The Mister Unoriginal. Street wise kid from the bad side of the street, is yet another product of crass American commercialism. Why else would a 'no-compromise with my music' musician copy everyone else's riffs and appear in the Turtles II film? Money? Yep, he's crass.

4 GAZZA - Why eye pet! Git awey mahn! I'd rather eat a wombat's goody bahg!

5 GARTH - He's just not rich enough. O.K. boys?! (Money's not everything Yvette - what happened to good looks, style, humour, passion and snogging? - Garth.))

STEVE'S FIVE PEOPLE HE WOULD LIKE TO GO ON THE WILD SIDE WITH!

1 KELLY LYNCH - She's the dude-ess in the film Drug Store Cowboy and she can leave her chaps on my ranch anytime!

2 ARNOLD SCHWARZENEGGER - I'd love to get Arnie drunk and take him around all the pubs in London and say "***k You A**hole!" to everyone and see what they do (or in his case couldn't do!).

3 ALL THE COMPETITORS IN THE MISS WORLD CONTEST - Every year, after the contest, the bevy of beauties go out to a night club together, all 50 of them. What a night that must be!

4 MIDAS - Hey! A night out with Steve could cost the Earth!

5 THE S.U. CREW - Every hot, Wednesday night the Crew spray on their dancing trousers to hit London's hot spots in a big way. Only the best survive - Right Matt?!


THE NO-HOLDS-BARRED
SMASH
GAME SHOW OF THE FUTURE
TV
COMING SOON!
SMASH T.V.
SMASH T.V.
SMASH TV
ocean
Acclaim
entertainment, inc.
OCEAN SOFTWARE
6 CENTRAL STREET
MANCHESTER
M2 5NS
TEL: 061 832 6633
FAX: 061 834 0650
ACCLAIM™ AND MASTERS OF THE GAME™ ARE TRADEMARKS OF ACCLAIM ENTERTAINMENT INC.
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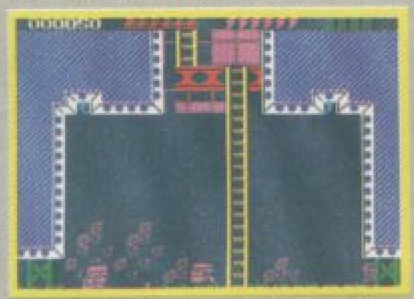
HACKING SQUAD

HEROQUEST
Kicking off with a cheat for the popular fantasy game is Daniel Robson of Worc's. On the title screen choose play, then choose the Stone Hunter mission. On the first screen of the quest you will see the stairs. Walk into them and you will get 100 gold coins. Do this with the rest of the party and then you can choose the same mission again and bump up the coins as many times as you like allowing you loads of buying power! Also if you type in the barbarian's name as Andrew he will have infinite body points.



Anyone need a used buss pass

RICK DANGEROUS 2
Microprose's latest game in the Rick series had all of us getting flattened by rocks for months, so, if you're tired of being trapped under boulders then enter your name as JE VEUX VIVRE. (including the full stop) for infinite lives.



And she's buying a stairway to...

SCOOBY AND SCRAPPY DOO


Scooby, dooby, doo sounds like the bit in the song, Strangers in the Night where Frank Sinartra forgets the words - well he is getting on a bit! But all you have to do is to hold down the help key on the title screen for infinite lives. (Which is what Frank seems to have anyway.



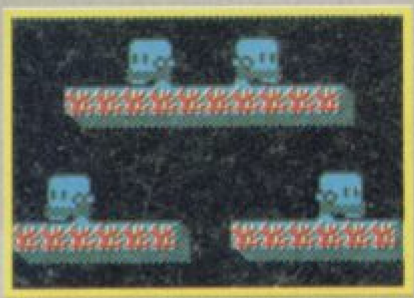
Ragy rare rah roo! Rover rear ridyro!!

SAIGON COMBAT UNIT
To get onto part two the password is STARLIGHT

DIZZY 3
To make Dizzy moonwalk hold down Z and X.

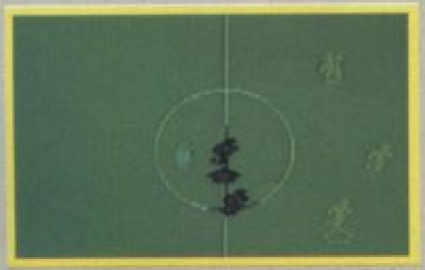
MANIC MINER
Type in TYPEWRITER and look beside the lives in the game.

BUBBLE BOBBLE
Here is something that Hit Squad omitted to tell you on the inlay card. Select a two player game. If player 1 dies pressing 1 on the keyboard will bring him back to life. The same goes for player 2. This can be done up to six times between the players (I think). Well Brett Holden from Merseyside had better be right or our Squadies'll track 'im down. Cheers Brett.



Bub and Bob in bubble bother!

MANCHESTER UNITED FOOTBALL
To score put the keeper on 60% and shoot diagonally from the 20 yard box.



The post man always shoots twice

CYBERNOID
Define keys as YXES for infinite lives.

EDD THE DUCK
Type in WILSON on level 3 for a winning hand.

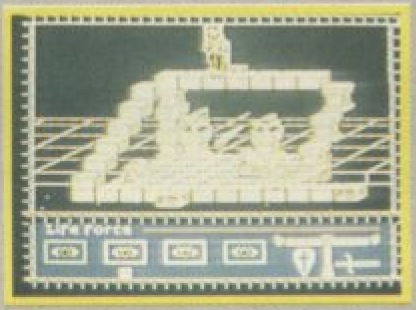
ROBOCOP 2
Hold down GTI to skip levels.

YOGI AND THE GREAT ESCAPE
Define the keys as ICE or SPACE for infinite lives.

DOMINATOR
Hold down ZXMVNJH and you will become invisible and you will not die. Press them again to turn off the poke.

H.K.M.
Hold down GO and press X to advance a level.

MARIO BROS
Hold down TRUE VIDEO to advance a level.



Come on you ...er Splatssss!

DAN DARE 3
Go to the store, waste all of your arms you will get 4,000 creds. All these pokes are the proud work of Darren Clarke and Peter Bianchi, thanks boys.

NAVY SEALS 2
There is a secret game actually contained in Navy Seals 2. To reveal it activate the map by pressing 1 and 2 and press I. It's called Raghead Attack and it's a famous variation on an arcade classic! Many thanks to Martyń Caroll, who wins wicked cheat of the month!

TWINZ
We all remember the game TWINZ, it was the SU original game that was on the Great 8 tape not so long back. And to prove that we will even hack our own games (ulp!) here's a wee tiplette. Hold down SPACE, M and cursor up the game will continue as normal without the clock. Thank you P. Songer from Dunstable.

ST. DRAGON
On the main menu screen press X then enter the password SLOBBERS for invincibility.

QUICK DRAW MC GRAW
On the menu screen hold down SETUIOP and you should have infinite energy when you start the game. Easy! Well yeah! Thanks to you Adam Harding. Adam complained about the number of times he had seen the cheat for infinite lives in Chase H.Q. on the Hacking Squad pages, then proceed to give a poke for the same cheat in his letter! Oh well it takes all sorts! Cheers anyway Adam.

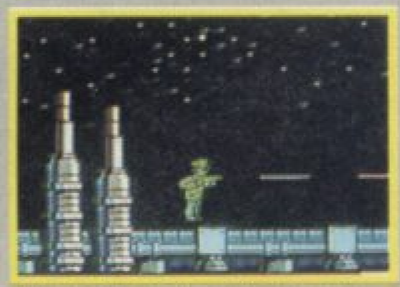
TWIN TURBO V8
On credits screen type in UNIVERSALPEACE for infinite lives.

SHANGHAI WARRIORS
Get to the high score table then enter your name as OUTLAND and start the game again. When you get in a bit over your head just press delete and watch the punks die.

MOTO X SIMULATOR
Type TAEHC as your name to qualify all of the time.

AGENT X2
Keep in the top left hand corner and you should survive till the end of level baddie.

RASPUTIN
This cheat is for 128k users only. Freeze the game and press Caps, Shift and R simultaneously. Then type TEDD (No caps, to teleport). Then press a two digit number (00-40) to get teleported to that room. If you haven't got a lot of energy then do this... pause the game and press Caps, Shift and L together and then type VODKA.



Who said that cowboys were a dying breed!

ATV SIM
53718,201 - Gives you masses of time. All those tips were sent in by Anton Allen, from Liverpool L19 1QH, and his girlfriend who says that they'd appreciate seeing them in print as they spent ages looking for them and could have been snogging! Well Anton you win this months 50 software bundle, hope it was worth the wait!

The Lo Cha

Design your wizard with one pixie, two unicorns, a spectre and a demon. Then get a full (eight) magic bolts, two or three magic lightning, one magic fire and use the remaining EPs on Mana.

SCENE ONE

Load up scenario one, choose one player and cast the unicorns and pixie. End turn. Next turn find out which of the four huts Torquemada is in by checking if any of the doors are open. You and the pixie ride the unicorns over to his hut, staying out of sight, and end turn. Next turn ride the pixie up in full view, let him dismount and go into the hut. Leave the unicorn open to sight for a decoy and ride round to the other side. End turn.

By this time the troll, goblins, centaur and vampires should be attacking your unicorn. Let them and send your wizard into the hut, still riding his unicorn. The pixie will see where the wizard is (but be safe, because he's invisible).

Blast Torquemada with magic bolts - if he's right next to a vampire use magic lightning to blast 'em both. Only blast him three times then cast your demon. If Torquemada is still alive then use the demon to cave his head in! End turn.

Next turn use magic bolts to destroy the vampires, goblins etc. This may take a couple o turns. When they're all dead ride down to the building with the magic wood and giant spiders, cast your specter and make him kill all the spiders. End turn.

Cast magic fire on the locked door and end turn again. Now the door will be burnt out. Send the specter in to kill the spider. Now if you have any keys get the treasure in the chest. If you don't have any keys just kill the spiders, it'll give you extra points.

Keep ending the turn until it says "portal 12". Then look for the portal on the big map, go in and that'll end scenario one.

SCENE TWO

Load the wizard designer and use the points on teleport (for scenario three) and magic shield. If you need any Mana get some more. Load scenario two (Slayers's Dungeon). Cast the pixie and unicorns. End turn. Now head for each of the pentangles (funny white star things!) in turn until you get to anything of Elbo Smog's. Retreat out of it's sight quickly - if you can't get the wizard to magic bolt it.

Work your way slowly along (over two or three turns), getting nearer and nearer where the creature you saw came from, and when you find Elbo Smog come up near, blast three magic bolts into him, cast the demon and ride to safety (this may seem cowardly but a live dog is better of than a dead lion). Make the demon kill Elbo, if he's still alive, and end turn.

Ride back and use magic bolts or lighting to polish of his demon, specter and troll. End turn.

Hang around for enough turns and the portal will appear (see the instruction guide for the game). If you have enough Mana cast your specter and let him open all the doors to all the rooms in reach, killing the things inside for extra points.

Go into the portal. Load the wizard designer. Use you EP's on more teleport and more magic shield (if possible eight on each altogether) and if any left use them on Mana.

SCENE THREE

There are two ways to complete scenario three, one which is very very hard, but gets you more Ep's, and one which is a bit boring but is quite easy. First the hard way.

Appear your pixie, unicorns and demon. End turn. Go out the door on the right and turn into the corridor going up. Take the first on the left. Get the demon to smash all the glass boxes and make the pixie pick up lots of shurikens (ninja stars to you bozzo) and one of the two bows. Use your wizard to take the other bow.

Go back out the door and down. Go left along the passage, take the first door leading up. From that room take the door to the right and go through that room. (All this will be over a few turns). There's a dwarf, and unlike

BLade Software's Lord's of Chaos was the follow up to the brill Laser Squad - and good news for all fans, Laser Squad 2 is now in progress.



ords Of aos

most dwarves he's well 'ard, so make the demon kill him, then go down and right through the doors.

In this room there's a section of wall with a skull on it; to pass walk into it. Send the demon up ahead and make it kill all the nasties. Go up, left, past the round dart board thing (cast a unicorn and leave it standing in the way to prevent any creatures from escaping 'coz it's a teleport) and stop at the top of the corridor where it opens onto a room with a chasm. Creep round the wall. At the other side of the chasm is a troll and a giant, both have enchanted bows. Slam ninja stars into them and let off some arrows as well, then ride back behind the wall. Keep peeping round and shooting at them for each turn until they are both dead. Ride across the room and up. Take the first left and let the demon kill all resistance. Go left along the passage and walk through the wall! (I'm not joking!) above the centre of the small rooms. One step down and presto! You are in a large room with a very nice gem. Ignore the gem, it's a trap. Go out of the door to the right, ride along and open the door. Walk into the room with the wooden floor. Cast the magic fire on it and on the next turn, the burnt holes will be seen.



Either cast Pegasus or flying potion to fly - all of you except the unicorns - and fly down to the big room in the middle where Ragaril is hanging out. Blast him with the magic bolts, let the demon land if he has taken the flying potion and then fly off.

Next turn, go round killing everything with magic bolts; if Ragaril's alive kill him too. Then land, cast a spectre to mop up everything. Send the demon (or the spectre if the demon did not take the flying potion) up right and make him go into the room with the three tiny rooms (one space off it). Open the tiny rooms doors and kill all the zombies inside for points. Wait for the portal and that's scenario three completed.

The easy way is like this: cast magic shield in the beginning and teleport yourself to the big central room. If this does not work the first time try again. If after three tries it still isn't working, end turn and abandon game. Load scenario three and start the easy way again. If it works end turn.

Next turn blast Ragaril with three magic bolts and cast a demon. Let the demon beat up Ragaril and his demon. Ragaril should now be dead. If not end turn and kill him next time round. You should be safe with your magic shield. Now cast a spectre and let the demon and spectre waste all the critters. Wait hundreds of turns for the portal.

Load the wizard designer and get vampires, more Mana and a Pegasus. If you have the expansion kit here's a solution for the last two scenarios (Island of Iris and Tombs of the Undead):

SCENE FOUR

(Island of Iris)

Cast the Pegasus. End turn. Ride the Pegasus and fly over the water, looking for the enemy wizard. When you see the vampires or vultures of death shoot them with magic bolts if there's a few land on an island and cast vampires.

Create chaos with the vampires, lay waste to everything in sight and fly over to the enemy wizard (when you find him). Magic bolt the hell out of him and when he's dead cast a vampire or two and fly around mopping up the crocodiles and assorted filth. Go into the portal and load the wizard designer. use your EP's on more Mana and another specter. Load scenario five.

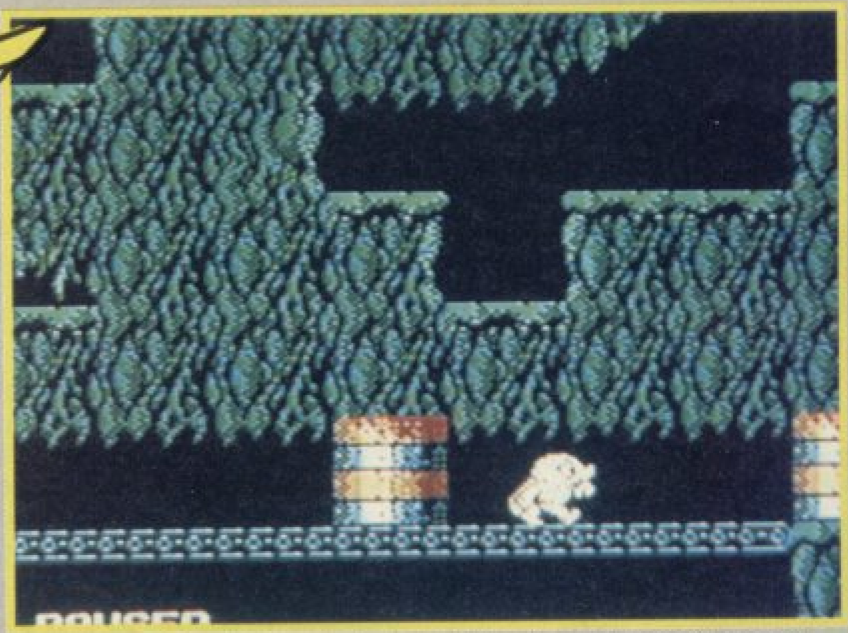
SCENE FIVE

Cast the unicorns and a pixie. Next turn, ride out and into the main building via any of the doors along the paths. You'll be caught in tangling vines so beat your way out. Find an enemy creature and cast two specters.

Launch an attack on the enemy with the demon (all three), two vampires and two specters. Ride in and deal out magic bolts. Kill Helix ASAP, stay out of the area of main fighting.

If you survive it will only be by the skin of your teeth, so don't take risks with your wizard. When Helix is dead and his two demons destroyed, cast magic shield and teleport to the big room with the two locked doors leading to it. A nasty bunch of evil mummies will be waiting. CAst your remaining specter to deal with 'em and take the fabulous "Staff of Wrath". Teleport out ASAP and wait for portal. Congratulations!!!

Thanks to The Djiinn - a mysterious character that no-one knows who he is. If he'll write in to us though, or even telephone proving who he is, then we'd like to send him, her or it a juicy prize! and tell us about the maps!



Even Super Hero's have to take their turn in goal sometimes !!!!!

JET SET WILLY
Type in WRITETYPER and watch!

STARSTRIKE
Type in I WANNA CHEAT for loads of lives and when you're sick type in BORED.

STARSTRIKE 2
Type in HEAR AND OBEY for infy everything.

EAGLES' NEST
When you get a high score enter in ONE of the following:

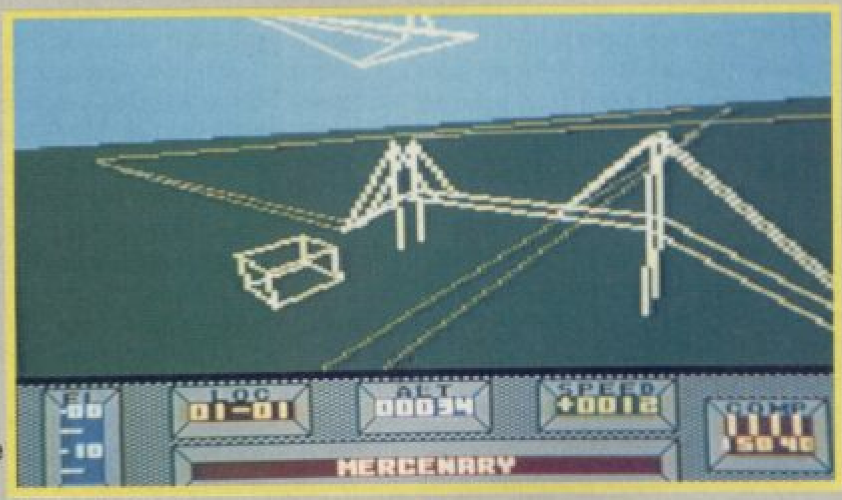
DAS MAP to enter a map mode, DAS CHT to gain immortality, MAP OFF to exit map mode or DAS NME to wipe out advancing enemies.

IMPOSSAMOLE
As this has just come out on budget, (see the review on page 40) we thought it might stimulate your games glands to have a cheat up your sleeve. So... While playing pause and hold down C and Up on the keyboard or joystick. Now unpause still holding the others down and your energy will be filled to the top.

INDIANA JONES AND THE TEMPLE OF DOOM
Type in JINGO on the high score table in order to get infinite lives.



MERCENARY
For a start you need a photon emitter so you can see when entering dark rooms as well as six keys to get some useful objects. The shape of the door specifies the shape of the key you need to open it, apart from rectangular doors which don't need keys anyway. The Power Amp lets you reach the Palyar Colony Craft when you are using the Dominion Dart space craft. This is a list of reference numbers;



BULL'S EYE
If you know the answer to a question but just can't think of it don't worry just hold down the space bar for extra time. Thanks to Malcolm Yates from Devon.

STREET HASSLE
Press L to skip a level.

MULTIFACE POKES

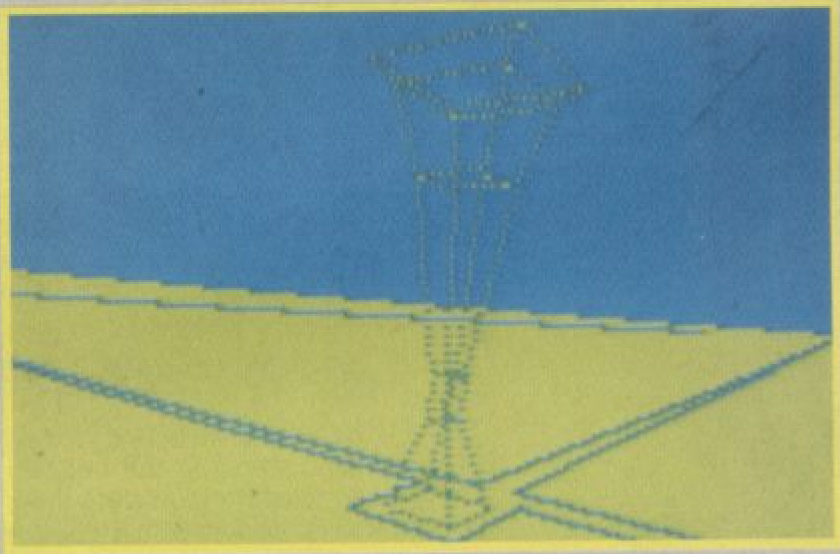
FAIRLIGHT 2 (Multi. Pokes)
30429,0 - Energy 32027,0 - No locked doors 31341,0 - Carry anything

AVENGER (Multi. Pokes)
41619,24 - Infinite Kwon calls
58294,0 - Infinite lives

THE RUNNING MAN
Hold down all the keys for infinite lives.

DOWN TO EARTH
Pressing down 1, 2, 3, 4 and 5 lets you skip screens.

X-OUT
In the shop choose the lowest ship. Put it on the grid and select single shot and put it in the shopkeepers mouth. This lets you carry as much as the top ship. Thanks to our most regular Hacker Simon Gould, he knows who, and where he is!



Man that has got to be one of the strangest hot air ballons I've seen!

SAINT DRAGON
Before you start playing the game press X and type:

BATWINGS to start on level 1

PRANGLES to start on level 2

BINGBONG to start on level 3

OVENDOOR to start on level 4

WETWATER to start on level 5

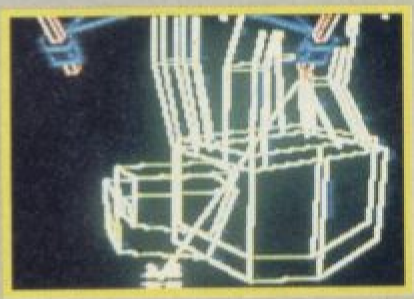
BLIBBLOB to infinite lives

SLOBBERS for total immunity

NESTEGGS this is a surprise for +3 owners!

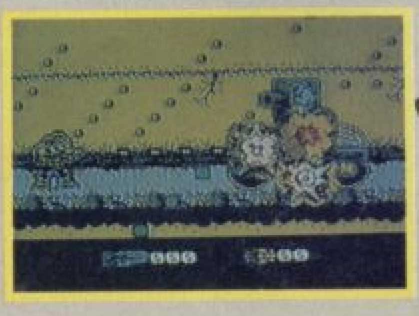
Many thanks indeed Peter Kampanik from Raja'kova Czechoslovakia keep them coming.

EMPIRE STRIKES BACK
On the menu level press Caps, Z, X, C, V together for unlimited lives. Well I'm making an exception to the rule this month as Aidan Hunter's acts of hacking go far beyond the call of duty. S thanks a lot Aidan and have a Hacking pack of games for your efforts.

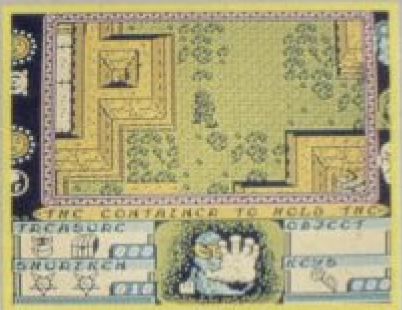


With the news that Lucas Films are converting 3 Star Wars games I wouldn't hold your breath for the Spectrum versions.

MIDNIGHT RESISTANCE (128K)
When you are asked OK Y/N? after REDEFINE on the keyboard type in I AM AN OCEAN GAMES TESTER for the cheat menu, WE WANT TO HEAR MUSIC for the music menu and HELLO TO JIMMY BAGLEY for HELLO!



Take it easy, it's only a game!



Don't like the look of yours much

TECHNICAL

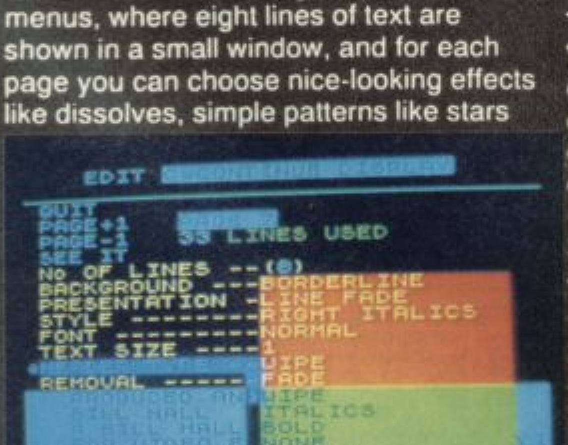
Now that video-making using camcorders is becoming a popular and more affordable hobby, lots of videomakers are realising that a home computer can help by producing captions, special effects and edits to give their finished videos that professional look.

Though you could spend hundreds of pounds on video-editing and special effects gear, even the Spectrum has lots of uses; we looked at three software packages specifically designed for creating Spectrum captions and video effects.

Protitler from Hall Video Services costs 35 including p&p. It's extremely simple to use, being controlled almost entirely by three keys (cursor up, down, select). There are two main routines; Display, which shows pages of text one by one, and Scroller, which turns your text into rolling captions. You can select one or the other from the main menu, where you'll also find options for tape/microdrive/disk save and load, and the text entry routine.

Up to 160 lines can be entered, divided into 60 pages. Each page can have its own type size, font (from a choice of four plus italics and bold), scroll type, background and type of removal (fade, cut, wipe or scroll); there are automatic text centering and scroll speed routines, and optional effects such as freezes, speedups, enlarged header lines, three-directional splits and so on.

Effects are added using the Effect Edit menus, where eight lines of text are shown in a small window, and for each page you can choose nice-looking effects like dissolves, simple patterns like stars



and bomb-bursts, colour changes, background effects and flashing characters. Protitler comes complete with a simple drawing program for creating background pictures which can be displayed behind your titles. It's very easy to use, but there's an even simpler alternative in the cheaper Superintro II; this has been around for four years - in fact it was one of the first home computer video titling packages on the market. It still stands up very well, having been regularly updated, and at 20 is very good value for money.

The operating system is very similar to Protitler's, but most of the functions are carried out from a single menu page with inset windows. The number of lines per page is limited to eight, number of pages to 20, font sizes to three, and so on; but as a consolation there's more "error trapping" to prevent you from creating pages



full of garbage, so Superintro is ideal for the beginner.

Hall Video also supply parts and instructions for a Spectrum composite video output conversion; cost is 4 or 5 depending on model, and the company is also working on a Spectrum genlock which will allow you to superimpose captions over a video image.

The main rival to Protitler, Chris Brown's Videomaster, costs 25 on tape or Plus D disk (if you have a Spectrum Plus 3, you can buy the tape and transfer the program to a 3 inch disk). The program comes with a neat 30-page manual (word-processed and laid-out using a Spectrum, incidentally).

Videomaster is written in Basic rather than machine-code, so it's not particularly fast; but it has a huge range of facilities allowing you to create captions, borders, backgrounds and special effects.

The main menus includes options to change the storage system (tape/disk), enter a filename to load or save, and cre-



ate text, page layouts, colours and effects. The text entry display has forty lines, shown as two twenty-line pages. You can enter any valid text, plus a series of graphic characters, all of which appear on the display so you can alter any mistakes. The Page Breaks function allows you to create separate sections of text, and the most complicated part of the program, Layout, is stretched over three displays.

The Layout functions let you stretch and squash text to any required size, position it anywhere on the screen, choose from one of the ten standard and 32 patterned fonts, compare pages with one superimposed over the other, and define start points for effects such as scrolls and screen "curtains".

The Effects page shows you each text page in turn, and allows you to define for each page effects from a huge list which includes scrolls, moire pattern backgrounds, sliding pictures, fades, pauses, coloured wipes, box wipes, flashing characters and so on.

Two extra programs, Pattern Maker and Borders and Backgrounds, let you draw simple decorative patterns which can be combined with high-resolution pictures drawn using Spectrum art software, and used in your Videomaster displays; another program, Disc Display, is a "slideshow" utility which displays in turn a sequence of hi-res pictures from a disc, and can also add fade and slide effects.

Videomaster is a little slow and relies very heavily on individual keypresses rather than the more user-friendly cursor system used by Protitler and Superintro; but, if you have the patience to work with it, it's much more powerful than either of these two. A demo tape is available for 5, refundable against your order.

Hall Video Products, 147 Gladstone Road, Winsford, Cheshire, CW7 4AU, Tel. 0606 551925

Chris Brown, 4 Lavender Close, Witham, Essex, CM8 2YG

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M10

PITFIGHTER

REVIEW



Steve Keen
Excellent intro animation screens set the scene for an excellent conversion against all the odds. One of the few two player games out that is just as much fun played alone.

LABEL:
Domark

MEMORY:
48K/128K

TAPE:
£11.99

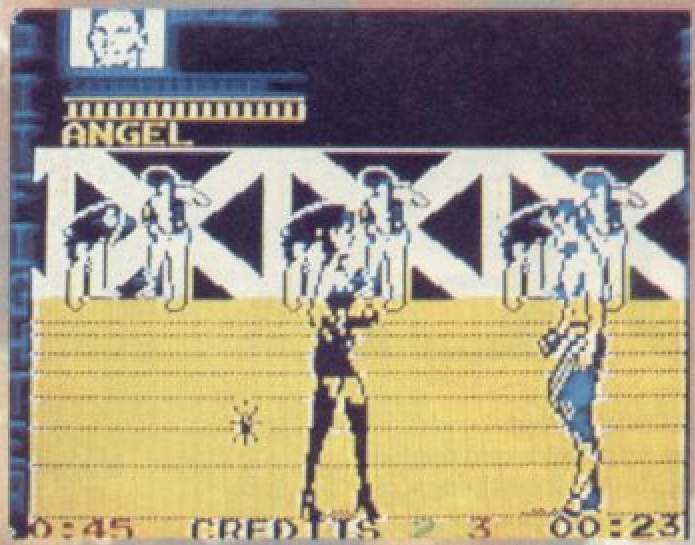
DISK:
n/a

Well it's finally here and it's bigger and badder than even we had imagined! The production team of this little number had their work cut out for them from the very start and have amazingly not only stuck to the coin-op's game style, but made a totally convincing attempt to keep it's look as well!

Pit Fighter's digitised graphics would take up an immense amount of memory on the humble Speccy, so rather than reduce game play to non-existent levels the programmers have cheated a little and redrawn the characters to make them LOOK like they're digitized. The result is very impressive. Up to four large sprites patrol the screen at any one time whilst the backgrounds are occupied by punters, gamblers and the like egging the fighters on.

The idea behind the game is as beautifully simple as Ulreka Johnson (T.V. am weather girl). Take control of one of three pro fighters Ty (Kickboxer), Kato (Karate 3rd degree Black Belt) or Buzz (Pro Wrestler) in an illegal brawl against eight different opponents, all of whom have their own techniques and dirty tricks. Once you have defeated seven of the eight street warriors the finale takes the form of the Championship Match and your war weary hero must defeat the Ultimate Warrior. But that's not all because every third round is Grudge Match time and you must grapple with your friend (in two player mode) or an exact replica of yourself to gain the knockout!

Don't be fooled by the shallowness of the scenario it's going to take that extra special bit of spunk to be King of The Pit. If you're fresh out of spunk however, throwing stars, crates, kegs, barrels and iron bars are all on hand to be picked off the pit floor and are just as good. If all else fails a friendly body can be scooped up and hurled at the meatheads! And believe me nothing's as enjoyable as picking up a huge mound of offensive blubber and bouncing him off the decks.



She is really QUITE a handful as youl're about to find out to your ultimate cost!

Enclosed in some of the pit objects are flashing power pills which make the recipient twice as STUDLEY as their enemy and reduce the aggressors to half strength. Take care though, if one of the mongrels gets to the pill before you do you'll probably be watching the next World Cup from a hospital bed. At the end of a bought there are three ratings. A Fight Purse tells you about the dosh you've won, a K.O. bonus for how many knockouts and a Brutality Bonus tells you how brutal you are.

Loads of different moves are available to your characters and they are all unique to the fighters. Ty has an awesome flying spin kick, Kato the flip kick and Buzz cracks skulls with the pile driver to name just a few.

The much talked about graphical excellence of Pit Fighter's sprites could be misleading. Taken out of the game and examined closely they are nothing more than a series of well used blocks, but integrated into the game they are a joy to watch. Most appealing of all is the way the sprites get bigger or smaller as they come towards the front of the screen or go back. This is more apparent in two player mode when one of you is in the foreground and one in the back, swapping between the two. Speed and updating of code is always constant and it is the overall smoothness and slickness of the games appearance that is excellent (sounds not bad either!).

Nothing quite like Pit Fighter has been seen on the Spectrum before and although there is a tiny delay between joy stick command and actual sprite reaction Pit Fighter is realistic a beat 'em up as you could want. If there was such a contrivance as a beat 'em up sim this is as close as you could get!

FIGHT FAX

The longest recorded fight with a fish!) is 32hrs 5mins. Donald Heatly wrestled the 20ft 1500lb Black Marlin before it broke the line.

Emperor Trajan of Rome (AD 98-117) staged a gladiatorial display lasting 117 days. Publius Ostonus, a freedman, survived 51 fights to the death in Pompeii unbeaten.

Rocky Marciano 91923-69) is the only world champion at any weight to have won every fight of his entire professional career 91947-56) and 43 of his 49 fights were knockouts!





Garth:
I 'll admit it, I didn't think Pit Fighter was possible to convert but now I've seen the game I'll believe that anything's possible on our Spec chum (Hurrah!) etc!



Yvette:
Man I love anything with muscles and these boys certainly have got what it takes!

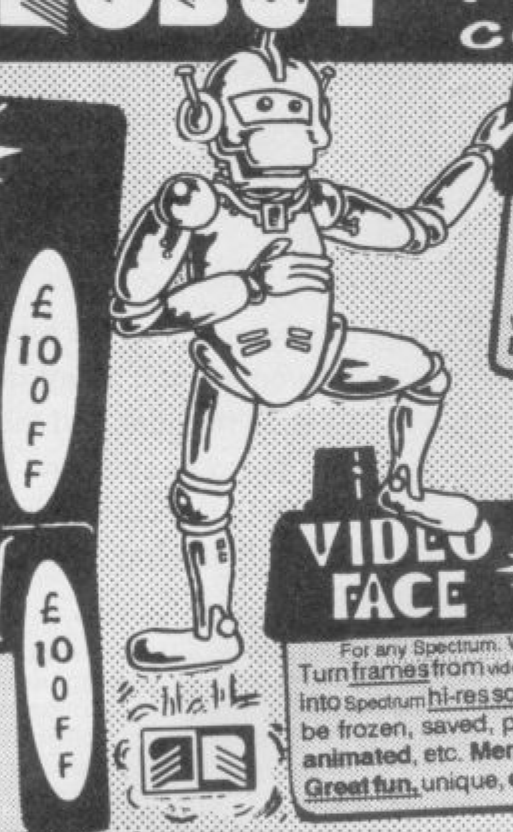


Scores

GRAPHICS	89
SOUND	70
PLAYABILITY	79
LASTABILITY	80

OVERALL 85%
Steve Keen

Excellent intro animation screens set the scene for an excellent conversion against all the odds. One of the few two player games out that is just as much fun played alone.





Sorceress

READERS LETTERS

Richard Eaton, who hails from Hull writes: I'm only a beginner at this, having just bought a second-hand computer and a few games. One of them is an adventure called Stalker, and I'd like to know how to light the torch when it gets dark, so that I can carry on further.

* *We were all beginners once, don't worry. First of all, you need to find the flint, and when you've done that you can strike it on the boulder in Crawler's Cave. You'll find that this will light the torch, allowing you to continue your explorations.*

Frank Harvet, from Warrington in Cheshire, writes: I've been playing the game known as The Lost Temple, and it's driving me round the bend! How on Earth do you get the Inca coin? I'm sure it's needed for something, surely an Inca coin wouldn't be a red herring, so please tell me how I'm supposed to get the *** thing!**

* *Oh dear. Sounds like Frank is in a bad mood, and he's going to be in an even worse one in a moment. How on Earth do you get the Inca coin? The answer is that you DON'T get the Inca coin! The ledge below the cliff top is on the point of collapsing, so don't bother with the coin at all. Just get the paddle and the banana, and get back up to safety before the bridge gives way on you. Sorry about that Frank (tee hee!).*

Martina Watson, who comes from the coastal resort of Great Yarmouth in Norfolk (I hope the weather's been nice for you lately, Martina), writes: I've been playing the game the Slaughter Caves, and I wonder if you could tell me how I'm supposed to deal with the Medusa. I'm thinking that it has something to do with the mirror, but the Medusa always seems to strike before I can do anything, so could you please tell me where I'm going wrong.

* *You're quite right, Martina, it does indeed have something to do with the mirror. However before you can use the mirror you have something else first. That is to close your eyes before pulling off the blanket off the cage holding the Medusa, as she can't do anything to vou with her terrible glare. Having done that hold the mirror in front of you before opening your eyes again, and you'll find that the Medusa than has a deadly effect on... herself!*

Wendy Taylor, showing a bit of steel from Sheffield in South Yorkshire, writes: I've been playing Eclipse, and although I'm nowhere near finishing it I'd like to know what you're supposed to with the one pound coin. There doesn't seem to be anything to buy, so am I missing something obvious or am I doing something terribly silly?

* *Can't buy anything, eh? Oh yes you can, you can buy a cheese sandwich in the canteen, but you must get there and pay for it before the man from the games room takes it. So, if it isn't there when you get to the canteen, then I suggest that you try going there a lot earlier on.*

If you're stuck in an adventure and would like the knowledgeable attentions of the Sorceress, then just drop her a line at: The Sorceress, SU, Priory Court, 30-32 Fanningdon Lane, London EC1R 3AU.



The Sorc



Greetings, mortals. before we start off in earnest, I'd like to point out something that came about as the direct result of a person known as Mrs Kingsbury.

She, it seems, went into paroxysms of delight two months ago when we started to publish the solution to an oldie called the Crystal Frog. This game, it would appear, had been a thorn in the Kingsbury flesh for a long time, as she had never been able to solve it.

Unable to wait until part two of the solution appeared in last month's issue, she got in touch with me and asked for (well, begged in quite an appalling fashion, actually) the whole solution to be sent to her without delay. A first class SAE duly arrived, I sent the solution off to her, and thought no more about it.

Until, that is, a very short time afterwards, when I was told that the solution didn't work. What! I summoned the help of experts far and wide, and discovered something quite interesting and, incidentally, totally unhelpful to Mrs. Kingsbury.

The company that made the game are, so it seems, no more, and there were TWO versions of the game. There is a bugged one, and a working one. If you have the bugged version (like Mrs. Kingsbury), the solution as given last month, although correct for the working version, doesn't enable you to finish the game.

Sadly, though, NOTHING will enable you to finish the game, because as far as anybody knows you just can't get to the very end of it. So, if you can't complete the game using the solution as printed last month, then I'm sorry, but there's absolutely nothing that anyone can do about it. If you have a working version of the program, then you can have a fair old chortle at everybody else's expense.

But enough of that, and on with the show.

But first, Nick Hutchings has written about a game that appeared on the cover of this magazine a while ago, called Temple Of Terror. In his letter he says that he cannot get past that darn (his words not mine!) serpent guard.

This is partly my fault, because I did promise you a solution, however on consulting the vast files, I found that the solution I had was for a game called Temple Terror, not Temple Of Terror: There IS a difference!

so, time went by and, to be brutally honest, I forgot about the game. But, as Nick's letter has reminded me, I did promise you help and assist so, to answer this particular query here rather than in the letters' section (as it's such an important one, and the game was provided by this mystic organ). I can tell you that what you have to do is what muscle-men are always doing to nine stone weaklings on beaches; kick sand in thir face or, to be absolutely precise, kick sand at serpent.

There, isn't that a relief? Now where was I?

Zenobi Software. I thought I'd just spring that one on you. Their Best Of The Indies Volume 11 has been very highly recommended, and at the meagre price of 4.99 for six games (on cassette only) I'm not all that surprised.

These six games are Crack City (which is part one of the Snow Dogs trilogy), the Hermitage (a two-parter, and part two is completely new), the Gordello Incident (minus part three,



WIT

DODGY GEEZERS:

(from where we left off): go up to a rusty old ladder and it is now Saturday night. Up to the sewer with the rats, and east to an unspeakably filthy sewer, north to a sewer, north to a sewer too horrible to describe, where Soapy decides that you are under the bank and so he takes a pickaxe and digs a hole. Push grating until it opens, and go up to the corridor by a steel vault. Go north to Justin Perriers office where there is an open skylight. Examine office to see filing cabinets, shelves, a leather chair, and a desk. Examine shelves to see a diary which you cannot reach. Go south to the corridor, down to the sewers, south, westto the rats, down, down to the sewer with a ladder and inspection point 7, block 4, drain 6, and it is now Sunday morning and willremain so until next month!



...ceress

though), Bounty Hunter (the River Software game that boasts 1500 new locations), From Out Of A Dark Night Sky (by Mr. Zenobi himself, John Wilson), and Diablo (a three par Adventure).

The only real moan seems to be about the lack of accompanying documentation, but personally I think that some adventurers are a bit spoiled. After all, if, in the real world, you found yourself stranded on a desert island (for example) and had to work out a way of getting off it, would you honestly expect to be given a map and a hint sheet?



Zenobi live at 26 Spotland Tops, Cugate, Rochdale, Lancashire OL12 7NX.

This leaves me just enough room to mention Gordon Inglis and his Public Domain Library of Spectrum Adventures, which has come on in leaps and bounds since I first mentioned him. Many games are now available at extremely low prices, so for details write to: 11 West Mayfield, Edinburgh, EH9 1TF. Perhaps YOUR adventure is good enough for a place? Byee!

GETTING YOU STARTED

THE ODYSSEY OF HOPE:

(from where we left off): drop teeth (army rises up and kills the monster, which turns into a peacock), take peacock, e, s, s, (peacock lights up cave), look (you see cyclops), kill cyclops, use spear (cyclops becomes the cap of invisibility), take cap, n, n, drop peacock, e, (you hear the sirens wailing), plug ears, e, s, examine witches (you see a tooth and an eye), take tooth, take eye, wear cap, s, look (you see the Gorgon), kill Gorgon, use sword, take head, n, (witches ask for their eye), give eye (they have a key), n, n, drop wax, n, n, w, s, enter circle (a naiad appears), give tooth (she gives you a coin), w, take bread, take honey, n, e, n, wear cap, e, e, look (you see a man and a boat, so we'll sort that out next time....)

THE PHILOSOPHERS:

(from where we left off): tie lodestone, lower lodestone, lift lodestone, get steel key, get lodestone, untie lodestone, south, open door, south, west, unlock door, drop steel key, open door, south, southwest, tie mirror, lower mirror (to hypnotise the cobra), drop mirror, get ladder, lower ladder, down, get emerald, up, east, light lamp, smother flame, get carpet, north, east, north , north, north, north, spread carpet, west, west, west, west, get axe, west, north, north, give emerald, get chess, exam chess, read inscription, drop chess, north, east, east, east, south, get book, get rope, climb through, sit on, behari (and you take off!....to be continued).

THE BIG SLEAZE:



(from where we left off in Part Two): smash bullfinch (you find some documents), read documents (they are top secret Nazi papers), s, a, s, w (you see King Kong on the Empire State Building - where's Fay Wray!), s, s, s, climb into car, touch wires, drive to central Manhattan, get model, get battery, climb out, s, s, e, in, press button 102 (and the elevator starts to move up), out (only to find that King Kong is almost on top of you), put battery into model (King Kong runs away....all sorts of things happen now, out of your control, because you've just finished the game!)

THE SERF'S TALE:

(from where we left off): plugh, drop rod, drop grimoire, stand on disc, gluph, plover, get emerald, e, examine plaque, get pyramid, s, plover, stand on disc, gluph, get disc, s, s, drop disc, get jewellery, stand on disc, gluph, get disc, n, w, w, w, drop disc, get diamond, stand on disc, gluph, drop diamond, stand on disc, gluph, get disc, w, w, s, n, u, s, read sign, retrieve coin, insert coin, place lamp in recess, get lamp, n, u, n, d, e, u, s, n, u, s, drop disc, get chest, stand on disc, gluph, drop chest, stand on disc, gluph, get disc....to be continued.

THE PAWN:

(from where we left off): use slender key to open safe, then search it to plant pot plant in plant pot with trowel if you really want to, say to devil "what is tomes?" to be given a mission to kill Kronos, cast a spell on Tomes in alchemist's store room, throw potion bottle at Kronos to kill him, use aerosol to capture Kronos' soul when he's dead by pressing the nozzle, examine the ice table in the ice tower to find a prism, pull the wheelbarrow if you really have to.... ...to be continued.

...T'S END

THE LABOURS OF HERCULES:

(from where we left off): Eurystheus tells you that your final task is Cerberus of the Underworld and so now go s, w, drop javelin, get torch, get horn (fnarr, phwoor!), get cymbals, get cake, get wine, e, s, s, sw, in, give wine, get obolus, light torch, n, ne, e, s, sw, s, s, d, push boulder, w, d, d, blow horn, pay charon, w, w, give cake, get cerberus, e, e, blow horn, pay charon, u, u, e, u, n, n, ne, n, w, n, n, n, give cerberus (Eurystheus tells you to return it to its rightful place), s, s, s, e, s, sw, s, s, d, push boulder, w, d, d, blow horn, pay charon, w, w, drop cerberus.....the end!

EL DORADO:

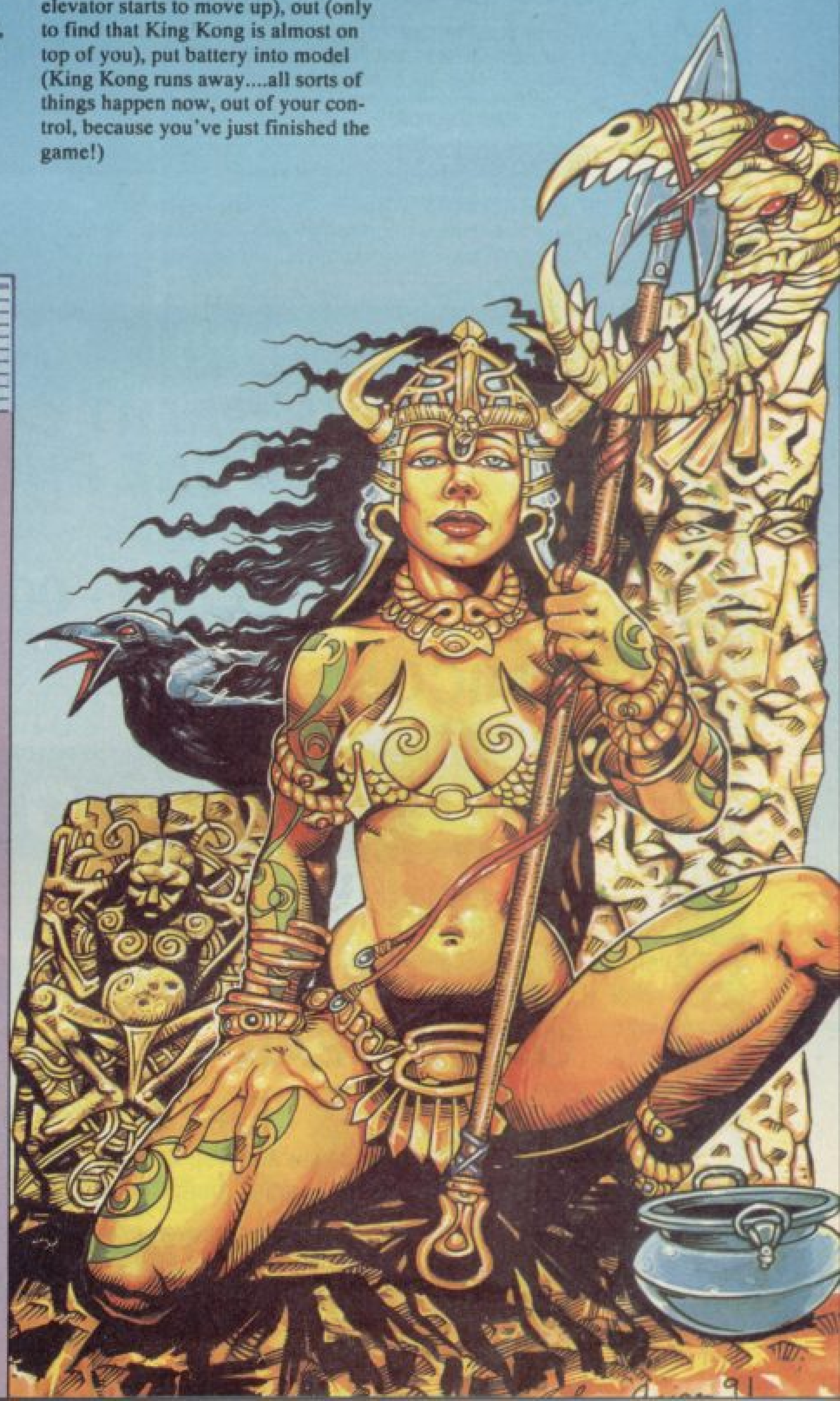
(from where we left off): go back to pyramid of ancient one, go to top of pyramid and get gold amulet, get sword, go into mausoleum, open coffin, look, get helmet, the guardian will now pursue you so you must go across rope bridge to south side of gulley and cut rope to stop him coming after you, return to statue of inti and replace the helmet....and that, as they say, is that!

THE BOGGIT:

(from where we left off): you fall off the waterfall and land at its base, but really you should save to ram just before going south from Exaggerated Lake, as the wood elf captures you and throws you in the Elvenking Dungeon approximately four times out of five. However, assuming that you havn't been captured, w (you find that a Space Cruiser has now landed, as they do), talk to the spacemen, say hello, give barkenstone, w, w, yes....save game, switch off, load part one, re-load saved data, and then....w, w, n, w, w, w, w, s, w, w, open chest, climb into chest, drop treasure....and another one bites the dust!

CLOUD 99:

(from the very beginning): exam junk, get pen, exam floor, e, n, exam washing, get anorak, wear anorak, exam cabinet, get glasses, s, d, sw, exam settee, get socks, wear socks, exam table, get film, look under cushion, get choker, wear choker, e, get kettle, fill kettle, exam cupboard, get culander, get string, n, e, s, exam planks, unscrew hook, tie string to hook, exam bench (don't need crowbar), look under bench, get can, n, e, exam lawn, exam pond, fish (and you pull out a silver key), drop line, w, u, open gate, drop key, n, drop kettle, e, exam desk, get grey card, w, u, insert grey card, d, n, get muddy card, scrape muddy card with knife....you now have a clean yellow card for next month!



REVIEW

SMASH TV

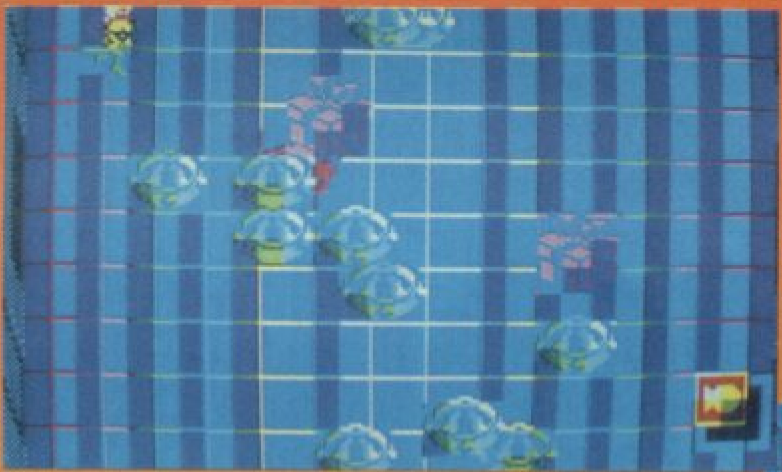




I dunno, call me easily pleased if you like, but give me a huge mutant skinhead on a tank and a chance to participate in the most violent game show ever invented, and I'll be having more fun than a polar bear on rollerskates at a fish market.



Baseball bat wielding thickos are actually quite slow so pick them off at will.



Here are the eyeballs of utter doom. Well they look like eyeballs and I can't see my way to look at them differently.

The shoot 'em up activity of Smash TV leaves much room for boredom however - from the word go it's non-stop excitement, immediate fun of the purest sense - and only the terminally brain dead will fail to find it totally engulfing. About as addictive as breathing - and then some!

The idea, as with all the best games, is very very simple. Smash TV is the ultimate game show challenge, a close cousin to "The Running Man" that has the player shooting various bad guys for a whole host of glittering prizes.

Making his way through a series of interconnected rooms, the contestant tips the odds in his favour by picking up a range of brightly coloured icons, that bestow extra fire power, lives, shields etc, and secures a holiday in the sun by gobbling up handy bundles of cash. The hoardes of baseball wielding thugs do their best to upset things of course, and aided and abetted by the likes of Mr Shrapnel (guess what his party trick is, kids!), several small legions of mutant lizard

Continued on page 30

First conceived of in the late fifties, the game show has, along with the soap opera, become the box goggler's favourite way of wasting half an hour - with shows such as The Price Is Right and The Generation Game enjoying an almost cult status.

King of the gameshows is undeniably evergreen sweettalker Bob Monkhouse. In his time Bob's hosted such classics as The Golden Shot, Family Fortunes, Bob's Full House, The 64,000 Question, Bob Says Opportunity Knocks and current smash (splutter) Bob's Your Uncle. And talking about The Golden Shot, did you know that the leggy blonde with the crossbow was none other than the future Mrs Hawkes - mother of Chesney! Up a bit...

We all know that top entertainers are nothing without a good catchphrase, but did you realise just how many have been inspired by gameshows. "Nice to see you" was The Generation Game, "Come on down" was The Price Is Right, "No conferring" was University Challenge and "Can I have a P please Bob" was Blockbusters. And talking about Blockbusters, some dance band recently released a record centred around a string of Bob Holness samples, but don't bother buying it because it's not very good.

LABEL:
Ocean

MEMORY:
48K/128K

TAPE:
£11.99

DISK:
n/a

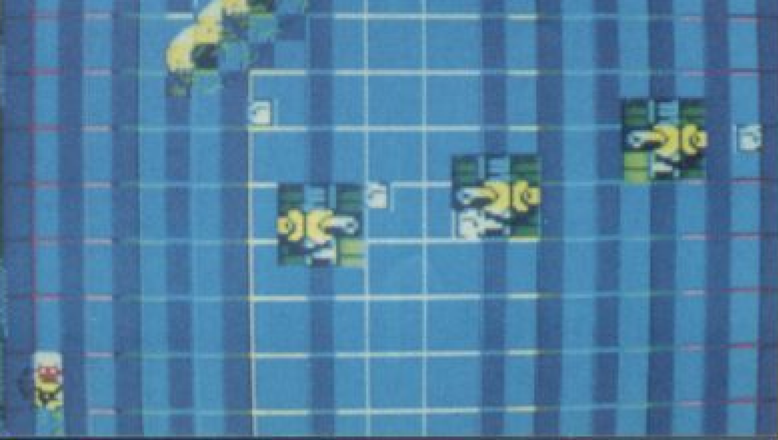


Yoikes a lordy, such a lot of sprites all moving in gay abandon.





Garth:
Rip roaring speed, excellent sound and minimum colour clash even with the squillions of sprites careering around the screen, makes Smash TV a totaly FAB game and one of the definitive arcade conversions!



The bonus screen - and just look at the amount of goodies.

Hurrah! Come on down, you future git and spend, spend, spend!!

SU SILVER

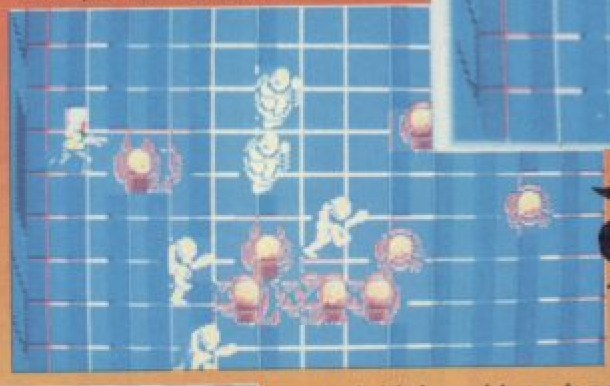
SMASH TV

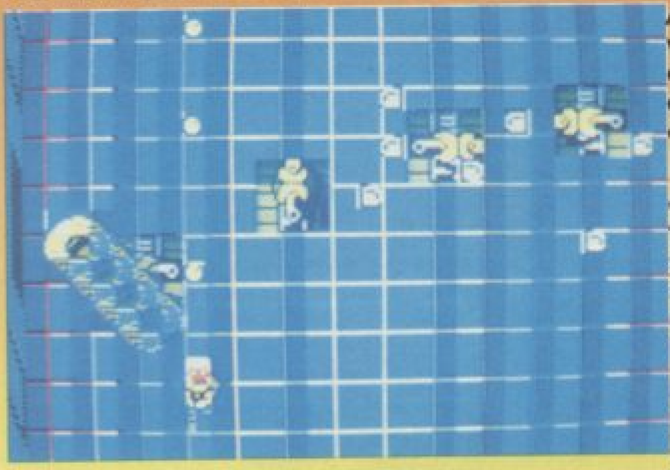
droids (or something) and our old friend the tank-bound skinhead, cause more bloodshed and mayhem than an inept machete juggler.

There's levels and stuff, of course, and if the four apocalyptic game zones don't manage to chop your nerves up into little pieces and then feed them to the sharks, then the appearance of the game show host will surely seal your fate. I mean, have you seen Bob Monkhouse recently?

In all, a highly enjoyable blast 'em up that will have you thrilled for hours. Smooth, detailed graphics, loads of fast sprites zipping around the screen with superb speed that is not impaired when played by two players makes Smash TV a complete, triggers bustin' masterpeice that should quench just about anyone's bloodlust. Now where did I put that chainsaw?



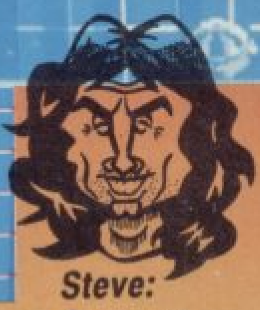




Above right: Aaaghh no. Is nowhere safe? Proving its no discrimination policy, Ocean's disabled skinheads in wheelchairs can be very dangerous.

Above: The slinky snake of doom can be a bit tricky as it tears around the screen at speed, until you learn where to stand, but don't forget to pick up the cash and the power up icon.

Left: The spermatazoa attack of doom lend a pregnant pause. to the proceedings.



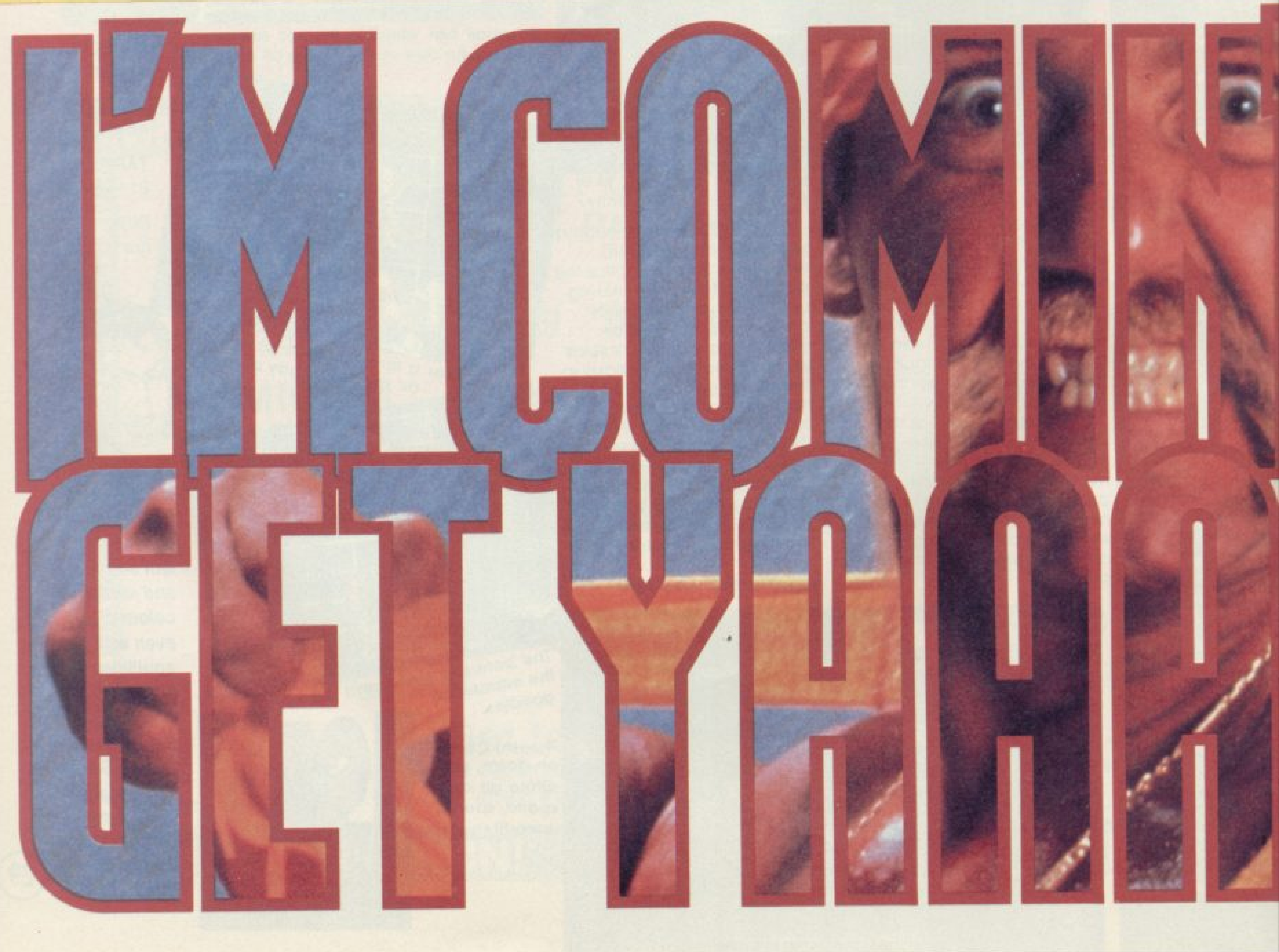
Steve: *Ocean are realy cookin' with their releases this month and this is undoubtably the best arcade blaster of any that I've seen. Come on Ocean - keep 'em comin'!*

Scores

GRAPHICS	86
SOUND	79
PLAYABILITY	94
LASTABILITY	93
OVERALL	94%

Ian Watson

Thugery performed at an almost professional level! This is the game that the Running Man should have been - brightly detailed, fast yet unjerky graphics and a blisteringly simple yet addictive gameplay.



THE SU READER SURVEY

Here at SU Towers, the offices are run on a democratic basis. We all have a vote and then Garth just goes off and does whatever the sneck he wants to. And this, dear reader, is where you come in. We can never get our own way on SU but with a reader survery, even Garth takes notice and sits up! So, just answer each of the following questions and send your completed form to us. All the forms will gointo a hat and we'll have a lucky draw and the first name drawn out of the ashtray of the Garthmobile will receive £100's worht of softwre. 10 more lucky runners up will each get a top ten full price game.

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2 From £11 to £22
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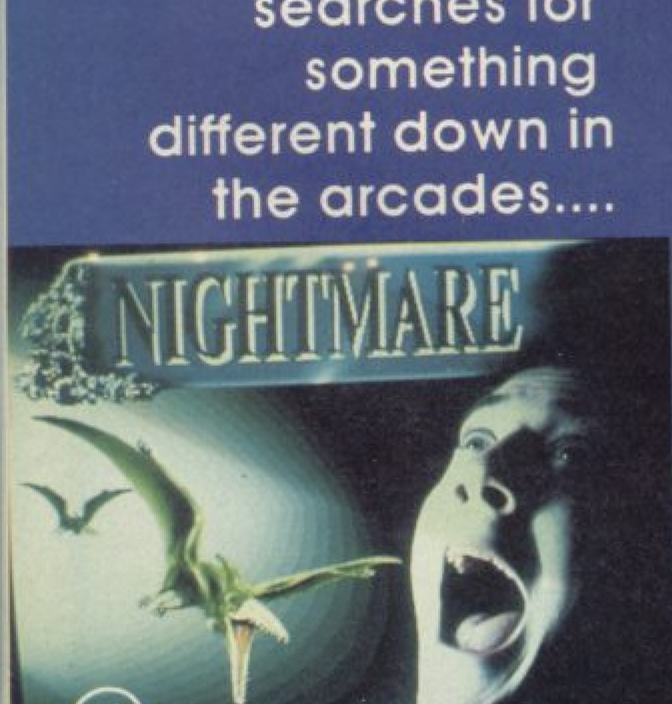
COIN OPS

CYBERSP

VIRTUAL REALITY

Fed up with run-of-the-mill vids and yet more pixie bashes on your screens? This month 'Coin-op' Cook searches for something different down in the arcades....





You open your eyes are appear to be in the middle of a weird chessboard, filled with strange objects and arches - all suspended in deep space. Haunting electronic music fills your ears. You relax. Suddenly a piercing scream shatters your meditation. You look up and see a giant green Terradactyl circling ominously. Oooerr. Across the other side of the chess-board, a Humanoid figure moves towards you, making good use of the architecture as cover. You wonder if it'll be friends. You wave to it. You appear to have a pistol in your hand. It raises its own weapon - takes careful aim - and fires! A manic laughter fills the air. A deep voice resonates across the play field "Time to die!!!!!" Booooom.....your body is blown into a thousand pieces, but then, as if in time reverse, suddenly reconstructs.

You have reappeared on the play field, but behind the figure. He can't see you. He's panicking, looking around desperately. Your turn to take a leisurely aim. Booommmmm! Revenge is sweet.......

If this a re-run of The Prisoner? Been eating to much cheese before going to bed? Those Elm Street videos finally getting to you? Nope - you've been playing Nightmare - the newest thing in video game technology. After the game is over, you take off your helmet, put down your space joystick and talk over the last four minutes with your friend, who was the other figure in the game Universe. You won, 4 hits to 3, but it was close. Maybe next time, eh?

This isn't science fiction - but a game you can play today, down at London's trendy restaurant The Rock Garden, Convent Garden on W Industries newest piece of Kit, the Cyber-Space machine!

Most importantly, this is a game played in what is called Virtual Reality. You enter this world by putting a helmet on, which has two TV's on front of your eyes and headphones over your ears. Move your head and the view in the TV's moves just like real life. You are totally immersed within the game.

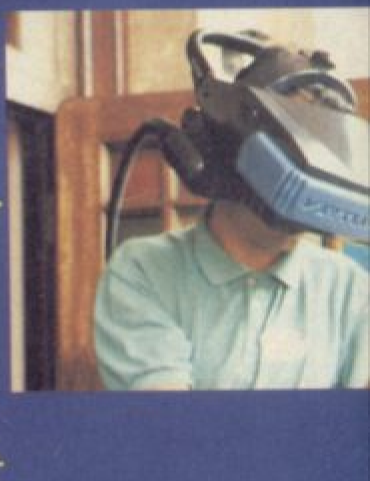
Controls are on a Space Joystick which is held in your hand. Move it in front of the helmet - and it looks like a gun! Press one of the triggers - and it fires, but not like a Star Wars laser. A grenade zooms off the front of the gun and moves in a curved flight, like throwing a cricket ball. Makes aiming a tricky business. You move by pressing the other trigger, walking in the direction the gun is pointing at the time. Rules? Simple enough. There's another guy on the play field. He's out to get you - you're out to get him. The one with most hits after the time is up, wins. Easy, eh?

There are minor complications. Like a 40 foot long Terradactyl with an appetite for, well, almost anything, as long it's You flavour. But - after all this is Virtual Reality! This is a Must Visit if you're anywhere near Central London.

In fact, there's a double dose of VR in store if you care to walk the half a mile from Convent Garden to Piccadilly Circus - becaus the Trocadero now house as well as what is probab the best amusement arca in the country, the world' first Virtual Reality Simul tion Centre.

Consisting of four linke Virtual Reality Sit-In machines, this is presently running a Banger Racing





PACE

The track is quite complex, being a triple flattened figure eight, which means there's a lot of cross overs. Which equates to a lot of collisions! There are satisfying crunches, flying body parts, screams of metal upon metal - the usual traumas associated with motorway pile-ups. Except when you get a critical number of hits, you explode into bits, when they re-assemble and off you go again.

game called Total Destruction. This is a refreshing change from the usual Formula One racing game, because in Banger Racing, if it becomes obvious that you're not going to win the race - what the hell....just turn the car around and start driving the wrong way around the track and give your friends a Big Surprise.

Prolonged exposure to TD gives you driving habits you wouldn't want to display on the M1! A wildly frantic sensory overload, it's yet another reason to get an Awayday down to the smoke - although expect more Simulation Centres to be popping up around the country over the next few months. The only problem is, once you've played vids in VR, it's very difficult going back to an old fashioned flat screen!







CRYSTAL MAZE

Ever watched the Crystal Maze on TV? Ever fancied having a go yourself? Well, if you have, but don't fancy actually making a fool of yourself in front of 3 million viewers, then there's just the thing for you down at the Sand Castle, opposite Blackpool Pleasure Beach. A company called Cyberdrome have spent a small fortune (500,000 they say) on making up something similar to the Crystal Maze set, with a series of computer controlled and moderated games by which you earn your crystals. And you know, it's not half bad.

You and your team log into the system at the Control Point and are then directed by Merlin (on Screen) to one of the three zones; Industrial, Future, or Aztec with a cryptic clue as to where the game is located. You have to rush around trying to find it - because you're under a strictly time limit from the word go.

Once you've found the monitor, you have to complete the game within, again, a time limit - but the neat thing is that some of the games are not solely computer games and quite often require two members of the team to work together.

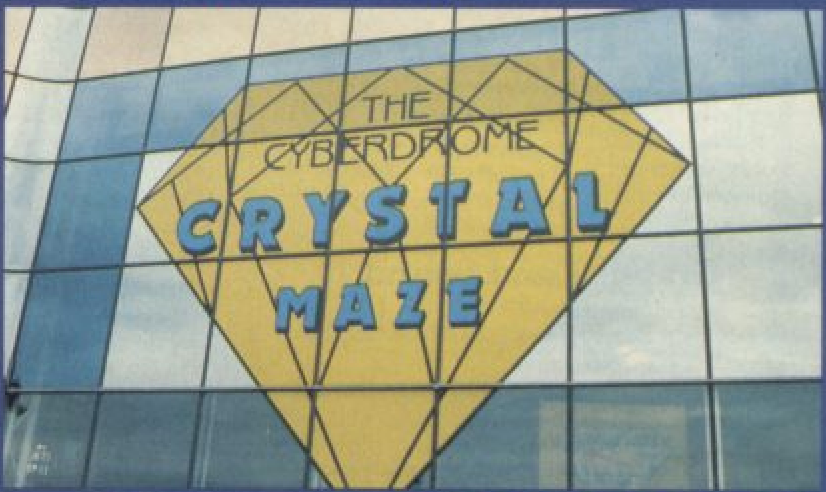
Like the one where the control is at the top of a 12 foot scaffolding and the screen is at the bottom! An athletic member of the team must rush up to the top and work the controls under the guidance of the rest!

This mixture of vids and physical challenges works very well, particularly as the team s are often made up of whole families, complete with Mum & Dad who usually aren't that good with modern technology!

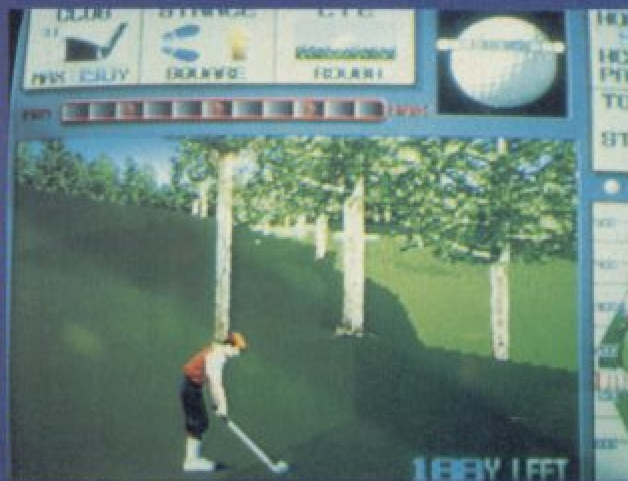
As in the quiz, you earn crystals, if successful, which at the end of your allotted time, gives you time in the Cyberdome at the end, where you have to bash away at Crystal shaped buttons on the wall as they light up, avoiding skull shaped ones.

Score over a set amount of crystals and you get a prize - ours was a free soft drink at the local MacDonald's.....much needed after all that rushing around. At around 3 each for over 20 mins of entertainment, the Crystal Maze can be highly recommended. If you get anywhere near Blackpool, try it!

Best of the Rest



ADDICT FACTOR 80



DYNAMIC CC
SEGA

Another Golf game from Sega which attempts to surpass their wonderful Super Masters - doesn't quite manage it, but is a more complex challenge for those particularly brainy golfers out there.

CLUTCH HITTER
SEGA

What's the top stadium spectator sport in Japan? Baseball, that's what - hence the vast amount of baseball games on vid. Clutch Hitter is one of the best - but do you really want to be seen playing Rounders in public when you could be saving the Universe?



ADDICT FACTOR 73



REVIEW

BATTLE COMMAND

What a length of time this has taken to get to the shops. We reviewed it a few months ago but Ocean said that they have since worked on the game still further so could we "Re-review it in its new, all-signing, all-dancing form?" We gave it to the non-signing, disco disaster IAN WATSON for a first impression.. (which was Tommy Cooper and was crap so we hit him - just like that!)



LABEL:
Ocean

MEMORY:
48K/128K

TAPE:
£

DISK:
£

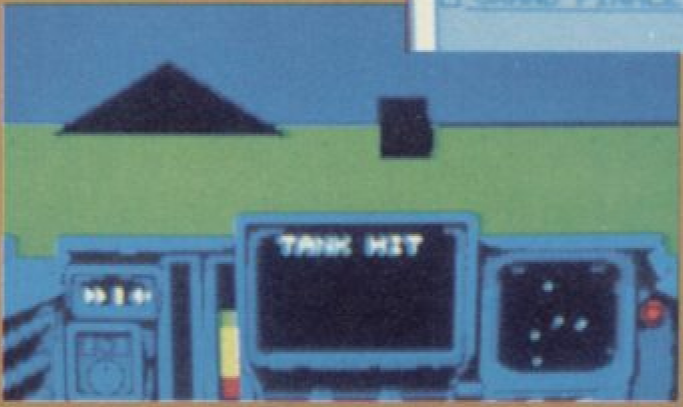
Tanks are extremely interesting things as recent events in the Soviet Union have more than adequately shown. If it hadn't been for one extremely brave protestor lying in front of a whole phalanx of the bleeders, they would have rolled right into The Kremlin and where would we have been then? (Oh, a hearty HURRAH! to Boris Yeltsin, the favourite of the Russian people and probably the next licence that someone will sign up for a game.)

Yes, there's no denying that tanks are directly connected to Earth shattering events and people. For example, did you know that the manager of top Black Country popsters Ned's Atomic Dustbin is called Tank? Oh yes. You get all the best trivia here at SU.

A very famous type of tank is The Chieftan. Other famous chieftans include Sitting Bull, Running Wolf and Atilla The Hun (eh?). There's also an Irish folk band called The Chieftans who are bit like The Pogues only not as good. One thing to remember though: if one of The Chieftans says 'tanks' to you he's not talking about the May Day parade, he's just being polite in a thick Irish accent. If he says 'bazooka' however, then he's definitely talking about high powered weaponry.

The first tank was 'No 1 Lincoln' modified to become 'Little Willie' built by William Foster & Co Ltd of Lincoln. Tanks were first taken into action at the battle of Flers-Courcelette in Finland, no sorry France, on 15 Sep 1916.

An arcade/strategy game set in a 'near future alternate reality' (a bit of wasteland featuring such futuristic innovation as roads and rivers!), Battle Command does its utmost to be wild and action packed, combining all the thrills of driving a tank with the military responsibility of having a massively important mission to complete. Sadly though this nowhere nearly as exciting as it sounds as Battle



Take cover! Incoming pyramids!!!

Command simulates reality so well that you soon find that driving tanks envolves long periods of doing just that - drving around with nothing more interesting than the horizon to shoot at. Thus you may spend several minutes equipping your tank with rocket launchers and turbo lasers and pouring over your mission briefing and terrain plan (erm, I think that's a map folks), in order to get most of the way to a target before anything happens.



Darkness pah! That's no problem, our tanks got more extras than the Garth Mobile! Give me a G! G...

So, it's especially important that the host of options to add some zest to the proceedings. Each separate mission features a new tactical twist (night maneuvers, hostage rescue, convoy defence etc), and obviously if you're looking for trouble (da da, da da) then you have come to the right place, where the various tanks are more than willing to fire wildly explosive black squares of colour at you.



Garth:
It's been such a long time in the pipe-line (previewed last year) it's good to see it's finally on the shelves. A game for the patient who want good graphics and depth of play.

Scores

GRAPHICS	89
SOUND	77
PLAYABILITY	84
LASTABILITY	79
OVERALL	85%

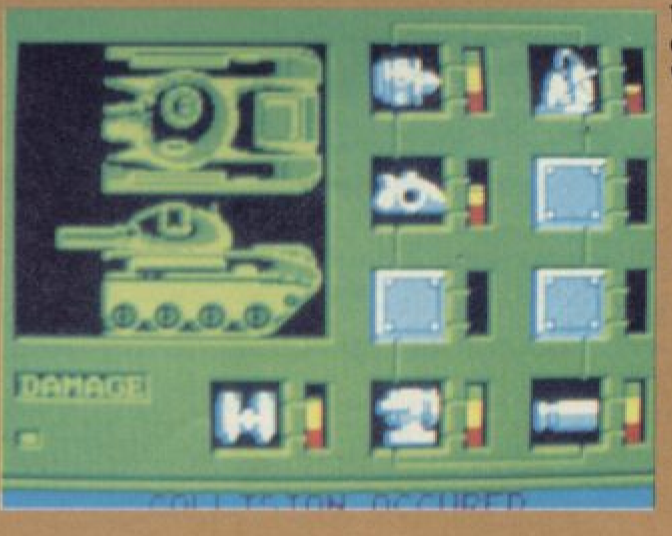
Ian Watson

You've realy got to be the type who goes looking for trouble to get anything out of this game. Good graphics and a host of weaponry and options make it a thinking persons shoot 'em up but for me, it's just a bit too pedestrian.

SU SILVER



A wise old brown owl once said "Don't go anywhere without a map!"



This is the all important damage and repair screen. Here it's won or lost buster!

What makes Battle Command quite so unspecial is that once completed, the missions really pose little problem, and any attempts to relive old glories will see the player just going through the motions. A surprisingly unastounding game. Mission completed. Return to pick up point.



Steve:
Hey this is pretty heavy stuff mahhn! You can't just get in and get firing,.

Castle Software

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SAM COUPE REVIEW

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

LABEL: Revelation

MEMORY: 256K/512K

DISK: £14.99

Not so long ago, an Evil empire led by the sinister Reptilians (mutant reptiles) took over Planet X, a synthetic planetoid. Apparently, the humans stationed there (mainly scantily clad maidens) have been taken hostage to work computers (Yeah I bet! - Ed), and build the reptilians's empire.



There's no time to hang around with Robot Monsters.

Taking the role of either Jake or Duke, or playing with a friend (2 players), you have the chance to get even, and rescue the humans before they become complete scuz zombioids - and if you rescue enough of them you even get an extra life by the way of thanks.

Blasting your way through this enormous multi-level 3-D perspective open platform game, you have to rescue the captive humans and blow away some of the ferocious nasties, to progress through the levels by turning on the escalators in order to get to the end of level teleports. Every few levels there's an end-of-level nasty (isn't there always) waiting to blast you off the screen.

Watch out for hidden traps, such as spikes that shoot out if you walk past, and rolling balls where contact will mean sudden death.

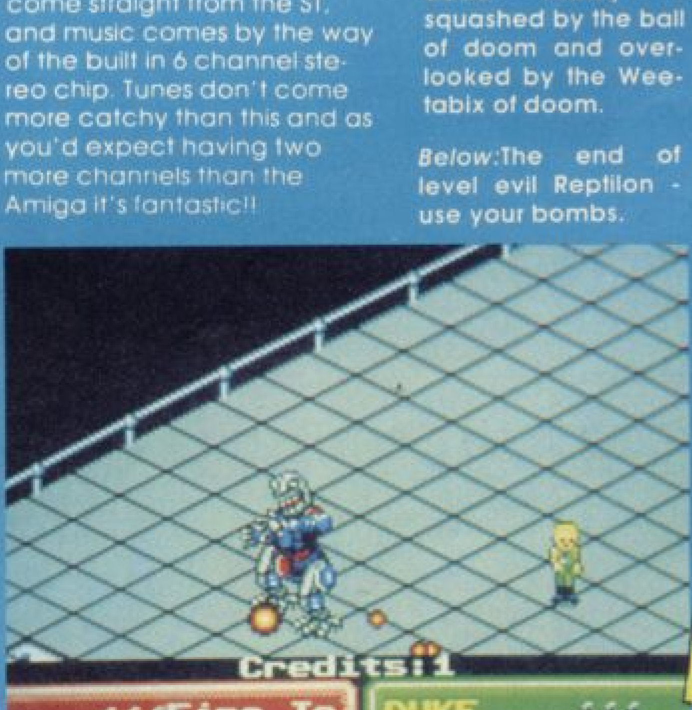
After hours of blasting, chances are that your weapons and energy power will become seriously depleted. Fortunately, there are reserves available, hidden next to some of the computers. Some of the Robot Monsters also leave behind energy blobs which when collected increase your Ray Power (which strangly enough is the name of a sociology lecturer of mime). But be quick, as they will disappear pretty quickly.



The graphics in the game come straight from the ST, and music comes by the way of the built in 6 channel stereo chip. Tunes don't come more catchy than this and as you'd expect having two more channels than the Amiga it's fantastic!!

Above: Spalt you're dead matey - squashed by the ball of doom and overlooked by the Weetabix of doom.

Below: The end of level evil Reptilon - use your bombs.



ISU GOLD

Scores

GRAPHICS	89
SOUND	92
PLAYABILITY	92
LASTABILITY	91
OVERALL	91%

Steve Keen

Great game, with plenty of action. Games like this really make use of the Coupe's enhanced features. The graphics and sound really create an effective atmosphere.

XYBOTS

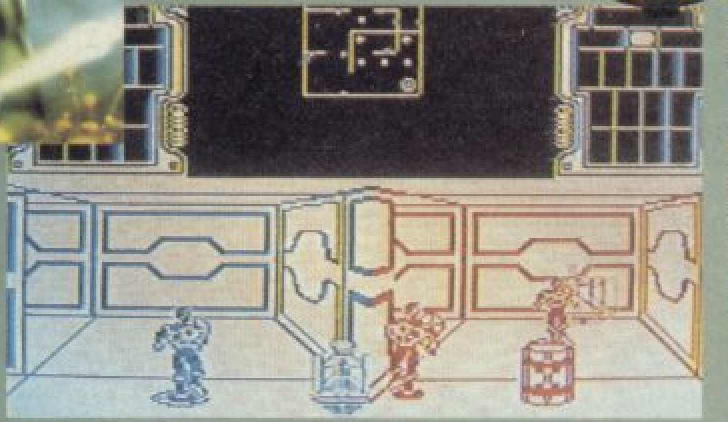
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HIT SQUAD

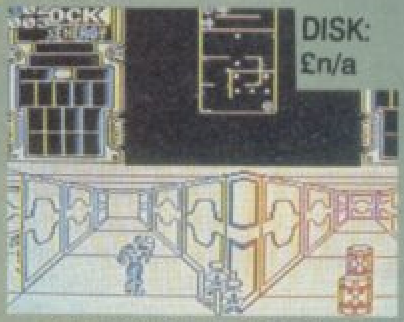
MEMORY:
48K/128K

TAPE:
£3.99

DISK:
£n/a

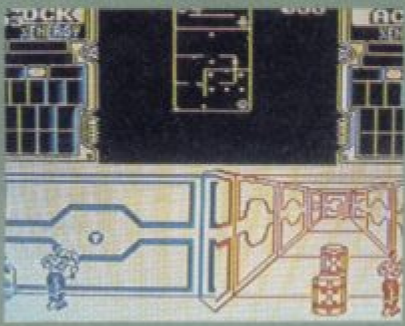






No other coin-op emptied my pockets as fast as Xybots did. Even to this day I'm not quite sure why. Graphics were average, sound minimal and there wasn't much new on the playability front. However it had a feel that no other coin-op had.

The Spectrum conversion stays very faithful to the original indeed. The object of the game's to guide one or two space mercenaries through a vast underground complex combating the robotic droids that patrol the 3D corridors



whilst scanning for any nasty humans to exterminate.

The screen is split into two halves with the option of simultaneous play. Depending on which half you're looking at your view will be from behind your player looking forward with your companion in the same view. In this mode the action can get pretty complicated, especially in later stages, as the players are not easily distinguishable from each other.

Some of the droids drop energy pods when they are shot or just leave them lying around. These are the life's blood of mercenaries and must be used scrupulously.

Weapons are also randomly dispersed and are compulsory for survival. Some of the corridors are linked by warp gates and all levels finish with a warp to the hardware store where you can spend your collected credits on low energy loss, second shot, and a host of power up items.

Controlling the space commando is often frustrating as to turn left or right you must hold down the fire button and then move the joystick, very tough if you're in the middle of a laser fight and you're suddenly facing a brick wall with 15,000 watts up your bum.

Xybots is still great fun and progressing through the levels a challenging business. Few people will live to see the king Xybot (without a cheat), but I recommend that you all try.

scores

GRAPHICS	76
SOUND	75
PLAYABILITY	78
LASTABILITY	85
OVERALL	85%

Steve Keen

An original looking game that won't disappoint fans of the coin-op. If you've got a comrade in arms handy the fun factor is easily doubled.

BIG BOX

TYPE
Compilation

LABEL:
Beau-Jolly

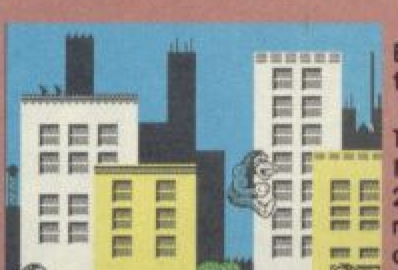
MEMORY:
48K/128K

TAPE:
£ T.B.A.

DISK:

Well this just has to one of the biggest compilations this reviewer has ever seen. It also has to be one of the most varied. Not only in the types of games involved but also in the insipid crapiness of some of them.

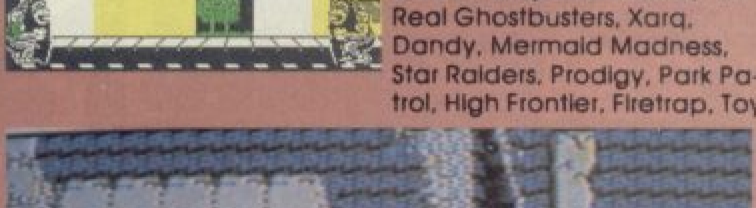
First off let's say that it should take at least three days to just shuffle through all of the thirty titles in this compilation which actually does include some belters including, Enduro Racer, Aliens, Spindizzy, and Rampage. The rest are pretty mediocre but then you expect the rough with the smooth in a compilation. What you don't expect is complete and utter drivel. I mean there're titles like Activision's Sailing, Space Shuttle and Ghostbusters - all real turkeys along with all three of the Gamestar flops, Championship Football, Baseball and Basketball.



So there's the Good, the Bad and the Average. Here's the list of the also rans.

Ghostbusters, Hacker, Big Trouble in Little China, Barry McGuigan, Explorer, ACE 2088, Super Sprint, Knightmare, Galactic Games, Guardalcanal, Space Shuttle, The Real Ghostbusters, Xarq, Dandy, Mermaid Madness, Star Raiders, Prodigy, Park Patrol, High Frontier, Firetrap, Toy Bizarre and Karnov.

It's probably not a bad way to start off your Spectrum collection but as the good games in the compilation number only four, then you'd be far wiser in carefully investing in either the products on budget or even better, spend your money on smaller compilations with a higher percentage of good games.



Quelle horreur! It's a festering pack of Mill Wall supporters!!!1

Scores

OVERALL 30%

Garth Sumpter

No, no, no. Don't do it. Don't ruin your life, use your brains and shop around. Thirty games might seem like a lot for the money but if you only actually play half a dozen it's a serious waste. Just avoid it. Okay?

BUDGET

LABEL:
Hit Squad

MEMORY:
48K/128K

TAPE:
£3.99

DISK:
n/a

CABAL

What do you get when you cross Operation Wolf with Commando? One mean mutha of a shoot 'em up that goes by the name of Cabal, that's what. An' I can tell ya somethin' fer nuthin' pilgrims, you're gonna need every Armalite you can lay yer hands on if yer gonna break this son of a gun!

Cabal is five different levels of combat divided into four sub levels - each level jam-packed with tanks, helicopters, planes and of course machine gun fodder for you to carve up and spit out all over the 20 battle zones.



Reach for the sky before you die!

The main sprite lurks at the bottom of the screen moving from left to right as your joystick dictates. Just above his head is a big cross hair that moves around the war arena highlighting your chosen targets. When the fire button is held down the joystick moves your sight and when released, movement returns to the veteran. Nice, simple stuff eh?



During the game the marauding soldiers throw up all manner of objects including extra guns, lives and bombs, but be careful because they also darken the skies with lobbed grenades that lie dormant for a few seconds before attempting to spread you all over the war theatre!

Precautions against premature death can be taken by simply hiding behind walls and barrels and firing from safety. After you complete each four levels it's time to face the real toughies and a surprise "guardian".

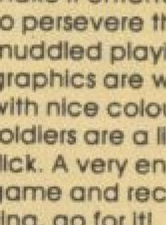
Cabal's game play is very simple, but equally addictive. Some great sound of machine gun fire and explosions make it entertaining enough to persevere through a slightly muddled playing area. The graphics are well animated with nice colours, even if the soldiers are a little bland, and slick. A very entertaining game and recommended buying, go for it!

scores

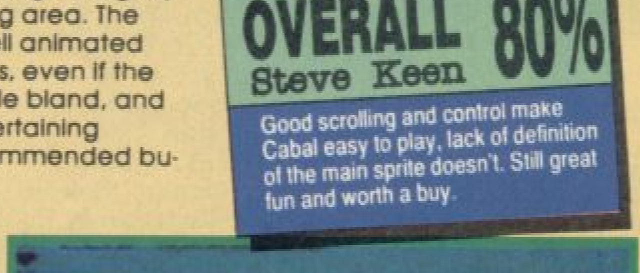
GRAPHICS	76
SOUND	78
PLAYABILITY	79
LASTABILITY	79
OVERALL	80%

Steve Keen

Good scrolling and control make Cabal easy to play, lack of definition of the main sprite doesn't. Still great fun and worth a buy.

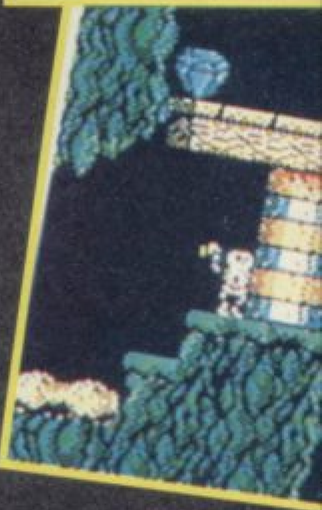


Garth:
Take a well-tried game style and you have a great game, you can't say fairer than that! Cabal is blastin' mahhhe'



IMPO





HOBGOBLIN

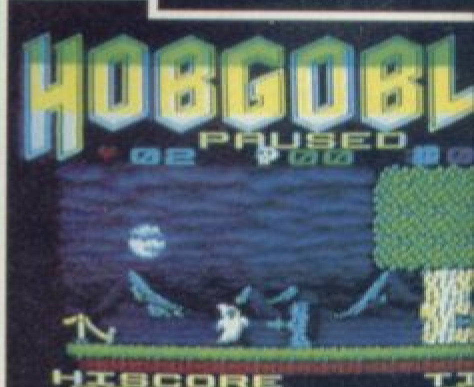
LABEL:
ATLANTIS

MEMORY:
48K/128K

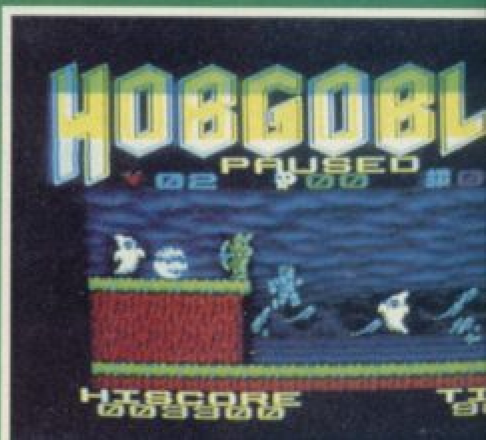
TAPE:
£2.99

DISK:
£n/a

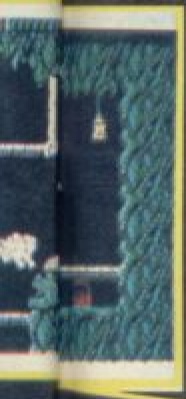




Garth leaping once more into the wild blue yonder.



OSSAMOLE

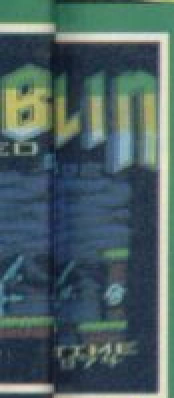




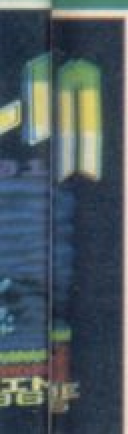
scores	
GRAPHICS	84
SOUND	70
PLAYABILITY	70
LASTABILITY	79
OVERALL	80%

Steve Keen

If you want a real platforming challenge you can't get much tougher than this. A whole lotta mole!







At first glance Hobgoblin is an impressive and appealing sight. The game's title is sprawled across the top of the screen in great style and every spare millimeter has been crammed with colour, incorporating some great scenery.

On the gameplay front Hobgoblin is very reminiscent of Ghost's n' Goblins. Taking the role of King Garath's only son, Zanock, you have to travel the length and breadth of a land that has been overrun with ghouls, in search of the stolen Golden Orb which has brought darkness upon the country.

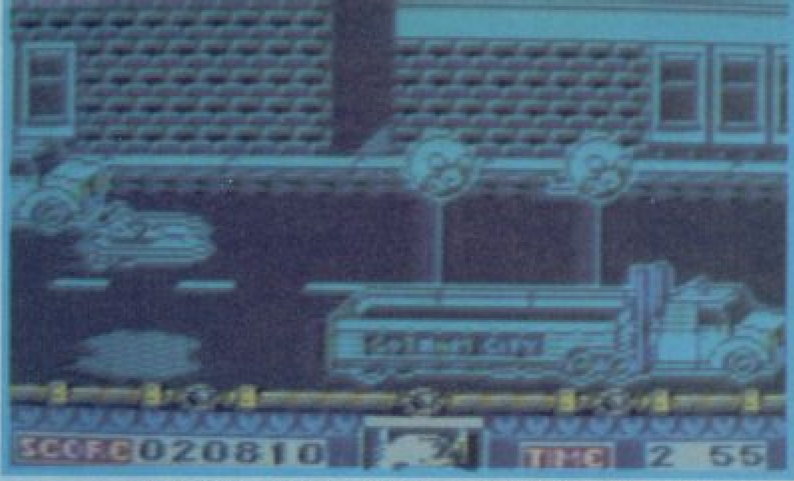
Well it's alright for old Garathy, sending out wayward members of his family to regain his kingdom while he curls up on his throne with a cup of Ovaltine! What's even more of a cheek is that he's only given his son an old penknife with which to vanquish the undead. Who needs family? Bigger and bader weapons can be found however, but they really have to be fought hard for. The speed in which your foe sprint towards you would put Ben Johnson to shame so the best course of action is to blast 'em as soon as you move onto a screen.

Scrolling is smooth as you'd want and graphics are lush as mansion houses. Colour has been used to great effect and gives the impression that there's more detail than there actually is. Yet the assorted ghosts, skeletons, flying fish(!?!) and bowmen are just too tough, even though extra lives are available and without a cheat most players will really get pigged off very fast indeed. Not the best gameplay I've ever seen, but definitely one of the prettiest.

scores	
GRAPHICS	80
SOUND	69
PLAYABILITY	65
LASTABILITY	60
OVERALL	65%

Steve Keen

Fabulous use of colour and sumptuous backdrops abound. Let down by sheer toughness. Expect to be severely battle scarred when the lights go out!



LABEL: OCEAN

Batman's driving us batty as hot pursuit takes on a truck race!

MEMORY: 48K,128K

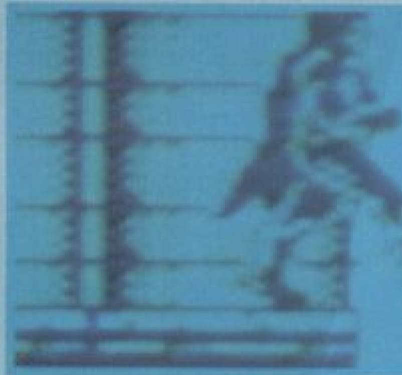
TAPE: £3.99

DISK: £7.99

BATMAN

It seems like only yesterday that I was standing in the fifteen mile queue at my local flea pit waiting to see Michael Keatons controversial portrayal of Batman and Kim Basenger's, well, er portrayal! And now the hype has gone and a little black box flops depressingly through the Crew letter box and clunks nonchalantly to the bedrageled door mat.

So what's left over when all the glitter's gone? Well the game is certainly above average in the presentation stakes. A nice play area with unobtrusive score boards and a life meter that slowly turns from Batman's face into the Joker's as your energy falls off. Large detailed sprites almost cartoon like in appearance and an assortment of different scenarios.



Holy hellhopper Batman we've been chasing shadows



Ah! The Bat's in the belfry!

The first section is a platform shoot 'em up allowing you to use the Baterang to swing from shelf to shelf. It's all against the clock and all the stages are riddled with the Joker's henchmen ready to take your life away. Other stages include a high speed chase in the Batmobile, a puzzle section and cathedral platform action.

There's a lot of mileage still left in this game and it has already sold in huge quantities when it first came out. Anyone who's new to the game will find it hard going at



There's a lot of mileage still left in this game and it has already sold in huge quantities when it first came out. Anyone who's new to the game will find it hard going at first, but don't be put off. Where as it's not as thrilling as the box would have you believe Batman still holds his licensed head up high long after the hype has gone. And you can take it from me ,it's not the last we've herd of the Caped Crusader!

scores	
GRAPHICS	79
SOUND	79
PLAYABILITY	75
LASTABILITY	79
OVERALL	79%

Steve Keen

Very nice graphic and some thoughtful sounds. Batman is slightly a lethargic mover and doesn't always duck when it's in his best interests to do so, but a solid buy nonetheless!

Sharkey's Moll

LABEL: Zepplin

MEMORY: 48K/128K

TAPE: £2.99

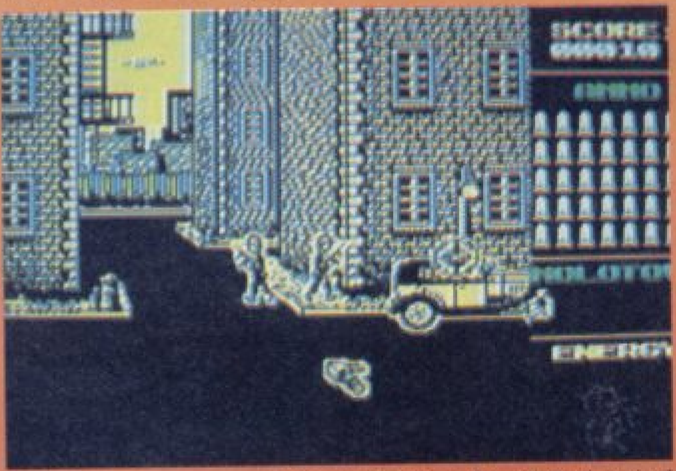
DISK: £n/a





It's always been a problem for us here at S.U. Towers. What do you say when someone has blatantly taken rather an entertaining game, copied it's style exactly but changed the characters and ended up with something almost the identical clone?

For Sharkey's Moll is Operation Wolf right down to the spinning daggers that come careering towards you. Sure the grenades have been swapped for Moletov cocktails and the tanks for Chugaboom look alikes, and the baddies have left the Territorial Army and joined the "Family" and purchased ill fitting suits, but they still hide behind doors, pop up from underneath you and run onto the side of the screen to dive infringe of your blazing guns.



Super graphics! Smell that petrol.

Just in case you don't know what the snek's going on I'll run the scenario by you again. There are six levels of left to right scrolling shoot 'em up action. You are issued with a basic machine gun that can be swapped for an upgraded version by shooting any of the various models that you come across lying on the ground. You have a limited supply of bullets displayed as magazines and individual shots on the right hand side of the screen as well as Moletov cocktails (Bombs!) that clear the entire street. Other bits and extras can be picked up in similar fashion to the guns. All death and destruction is dished out by a cursor that floats ethereally in mid air about the play field. At the end of each level an informer comes on to tell you which way to go next, if you shoot him you'll wish you hadn't as you'll be sentenced harshly and forced to play the level again.

Operation Wolf was a great arcade game because of the big rattling machine gun. Quite why anyone would want to play this in home computer form at all has always puzzled me. This version employs some fabulous back drops and sprite graphics but the sluggish control for the cursor (especially when there's a lot going on) gives it the final kiss of death. Pity 'cos it looks just great.

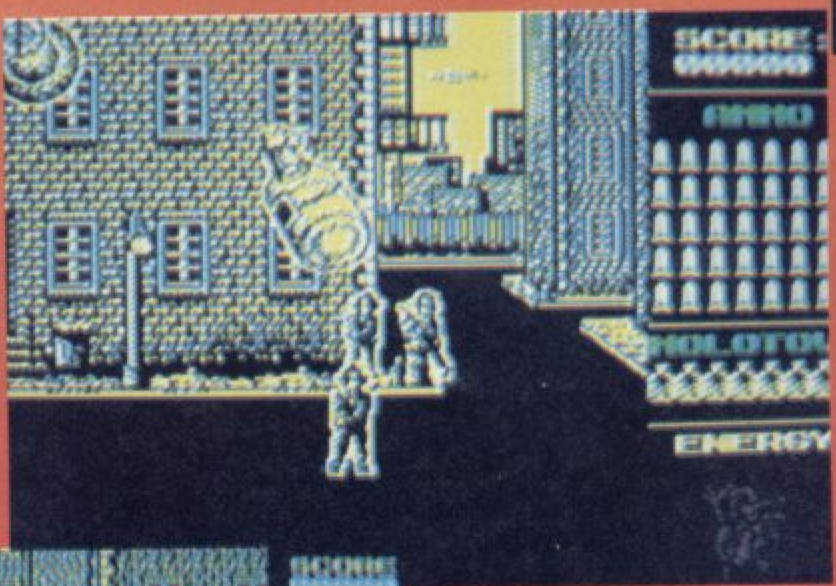


Just when I thought that I needed a drink I get a Molatov cocktail. Scheeech!

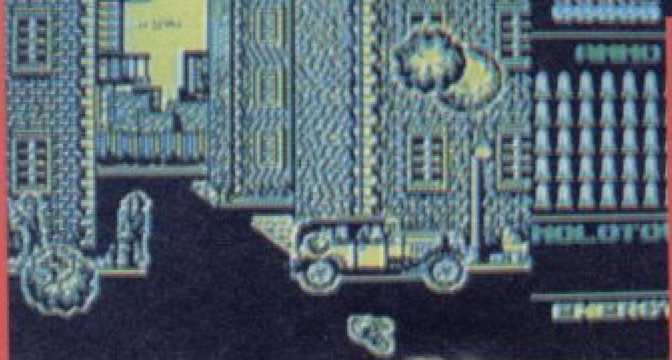


Garth

Not bad as it goes but after 20 minutes you start to wish you were watching any part of the Godfather trilogy.



Above: Well these three guys are just trying my patience now.



Left: Kaaboom! Hah! Not a single Molatov has got through yet. But still they keep coming - don't these guys ever give up?

Scores

GRAPHICS	85
SOUND	67
PLAYABILITY	69
LASTABILITY	58
OVERALL	60%

Steve Keen

If only all the effort had gone into something original. The game doesn't do the programing justice.

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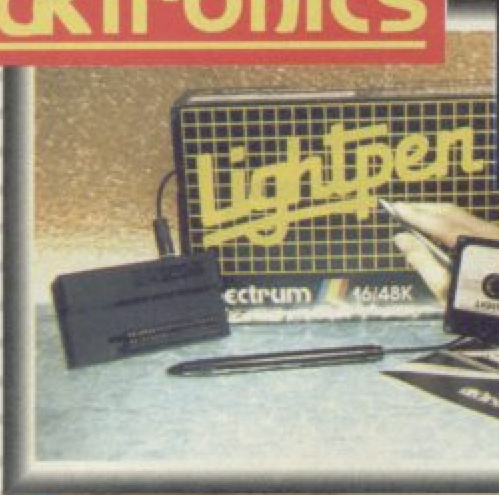
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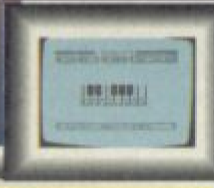
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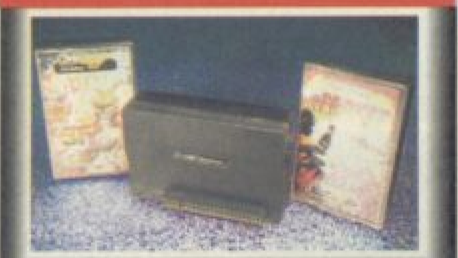




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books



The Comic Showcase has branches in London, Cambridge and Oxford. All their stores are stuffed with every type of comic you could ever want as well as a selected number of hard backed books and items of filmography. From the well known to the obscure the shops also carry a wide range of original art material from which many films were based. Displayed above are selected Aliens, Star Trek and Batman books as well as everything the literate Terminator would need!

Prices from £2.95 to £12.50 Comic Showcase, 76 Neal St, WC2 TEL: 071 240 3664 (No mail order).

toys



CUDDLES

Hey we're not all unfeeling monsters out there in Spec Land so CHECKOUT the huge selection of cuddlies at The Covent Garden Store opposite the tube. There's something for the young, old and even the frustrated in the form of Traffic Warden dolls and T.V. Hogs (£12.99) that allow you to rip them limb from limb and then replace them to do it all over again! Don't think we've forgotten you hard nuts with soft centers either 'cos there's also a selection of hard ass pussy kickin' mice (£15.00) too!

Also available from the same store are various useful household items encased in violin cases of all things! Ranging from a comprehensive miniature home tool kit to a complete casino with roulette wheel. What will they think of next!





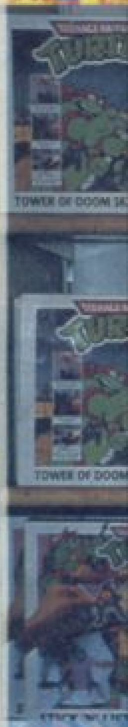
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If cuddling's not your thang then gambling might be. Miniature one armed bandits that collect your pocket money are also an interesting twist. And if you loose too much don't waste your breath cursing the thing, buy a personal insult machine to do it for you. These little boxes fit easily in your pocket and always get the last word, although they could turn the air blue, but you take your chances!

CH

DESIGNER DOOBRIES

Something for the stylish this month. The incredibly helpful people at Authentics stock a vast array of designer items from kettles and lamp shades to clocks and pens. Their prices are what you'd expect for the individual and rare, but there are some great bargains and they don't mind browsers. Pens £3.95 to £18.95, Key rings £2.95 and miniature pocket self Grooming Kits including comb, scissors and needle and thread etc are £2.95.



Hamleys is a name that lights up anyone's eyes who's young at heart. At the moment this mammoth store are gearing up for the Christmas crush. Taking main stage at the moment is an entire wall of Turtles goodies from board games and figures to 3-D sculptures and puzzles £13.49 to £18.99.

other



Toys really are busting out of Hamleys but two of my favorites are Kongman and Aaargh! Both see you guiding a ball around, up or down a maze and over obstacles and both need a lot of perfecting. £19.99 and £11.99 respectively.



ECK
U - T



stuff

As usual Lego have an excellent display of their wares and rather special is an assembled pirate ship complete with sails, rigging and little crew members. The detail is astounding and is reflected in it's price £74.99.



If your pocket's being stretched to the limit you can't do much better than a water game starting at £3.29. They'll give you hours of fun and come in a variety of sizes and styles including octopuses and footballers. But the best thing is that you don't need batteries because they run entirely on tap water!

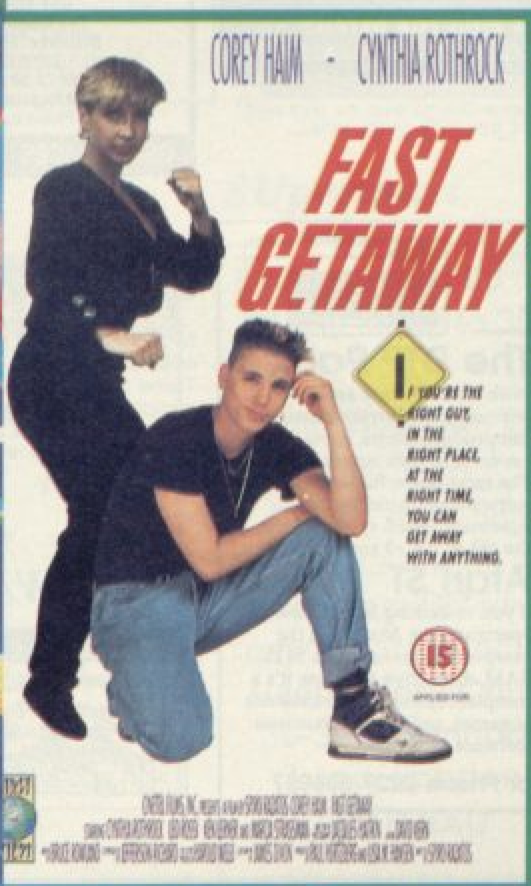
videos

SUNDOWN

If you're one of those people who can't sleep at night, hate to go out in strong sunlight and like your burgers raw then you could be eligible for citizenship in Purgatory! Purgatory's just like any other dirt track town except for one thing - the entire population are vampires! Under the leadership of the big sucker, played by David Caradine of Kung Fu fame, the townsfolk are trying to wean themselves off the need to kill for food, but when visitors come from out of town to synthesise blood for them, the local folk can't keep their fangs to themselves and turn against their leader in a fight for the right to bite! All great fun in a horror/western spoof that's perfect for the kids.

PRICE: £9.99
LENGTH: 99 mins.





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Teen idol Corey teams up with his father, Sam, as the brains behind a daring bank robbery team. However when Sam ditches his girlfriend and martial arts expert partner, Cynthia, she decides to get her own back by helping the police to catch them. Sam gets put in jail and Nelson has to enlist the help of his long lost mother to get him out so they can go straight, but Cynthia tells Nelson he has to plan one more robbery or he won't live long enough to take the first steps to honest living. Probably Cynthia Rotherock's best movie and certainly Haim's best since Father Like Son.

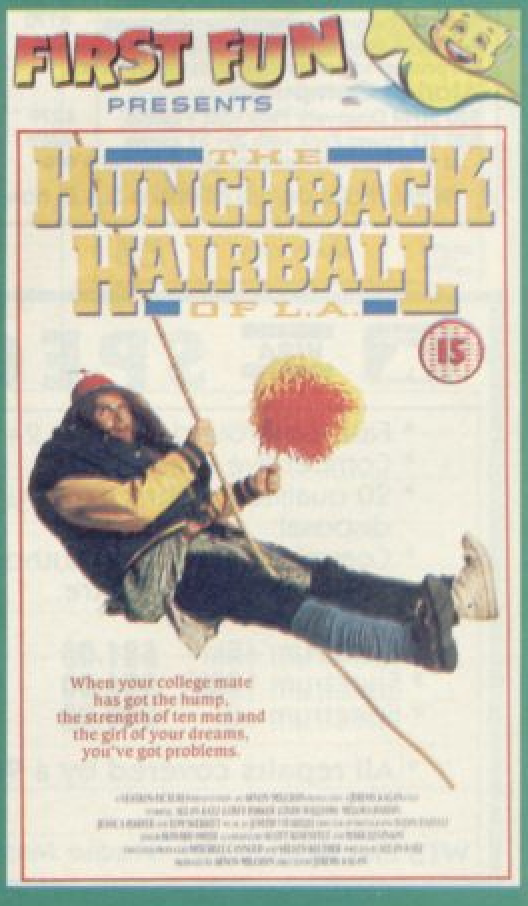
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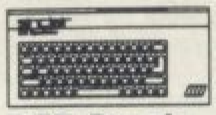
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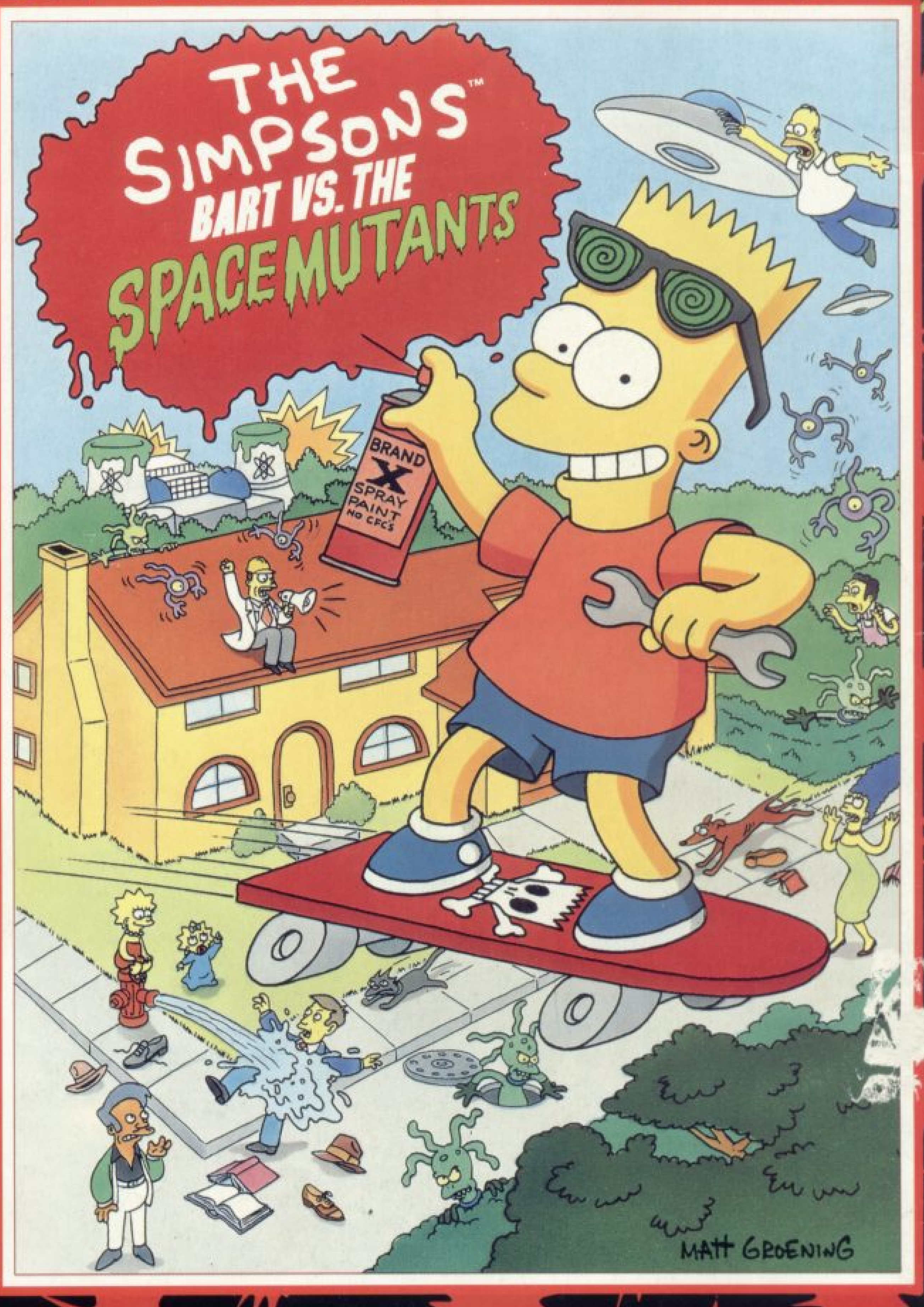
That's right man! A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

PReTTy CoOL, HUh?

Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man.
Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!
So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

SAVE THE EARTH

BUy THiS GaME!
Thanks man.







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